ZIFF-DAVIS
a SOFTBANK company

VOLUME 3
ISSUE 4

Official U.S. PlayStation Magazine

GT2
GRAN TURISMO™

FULL SCOOP

Official U.S. PlayStation Magazine Issue 28 (January 2000)

STRATEGY

BEAT THOSE ZOMBIES
WITH THE COMPLETE GUIDE!

END OF THE WORLD

BUYER'S GUIDE

A PROCRASTINATOR'S GUIDE TO
GIFTS YOU MUST BUY BEFORE Y2K!

OVER 25 NEW HOLIDAY GAME

REVIEWS

TWISTED METAL 4 • TOY STORY 2
TOMORROW NEVER DIES • X-FILES

January 2000
$8.99 U.S.
$11.99 Canada

Licensed by Sony Computer Entertainment America. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.

PlayStation®

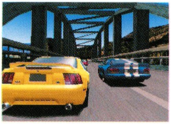
You barrel out of the fourth turn doing 240 or

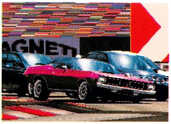
www.playstation.com

Could there be anything more glorious than the afterlife? Consider a lineup of over 500 of the world's most prestigious driving machines. From unrepentant speed demons to the burliest of American muscle cars. Of course, you don't drive them as much as you try to contain them. Each one is engineered according to

POLYPHONY DIGITAL

RATING PENDING RP CONTENT RATED BY ESRB





TEXACO
HONDA
LAGUNA SECA

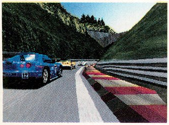
1/1
1st
Total Time 0:06.314
Lap Time 0:06.314
2
34 mph

Gran Turismo is a trademark of Sony Computer Entertainment America Inc. All manufacturers, cars, names, brands and associated imagery featured in this game are trademarks and/or copyrighted materials of their respective owners. All rights reserved.

you test the wall. Either way, it's heaven.

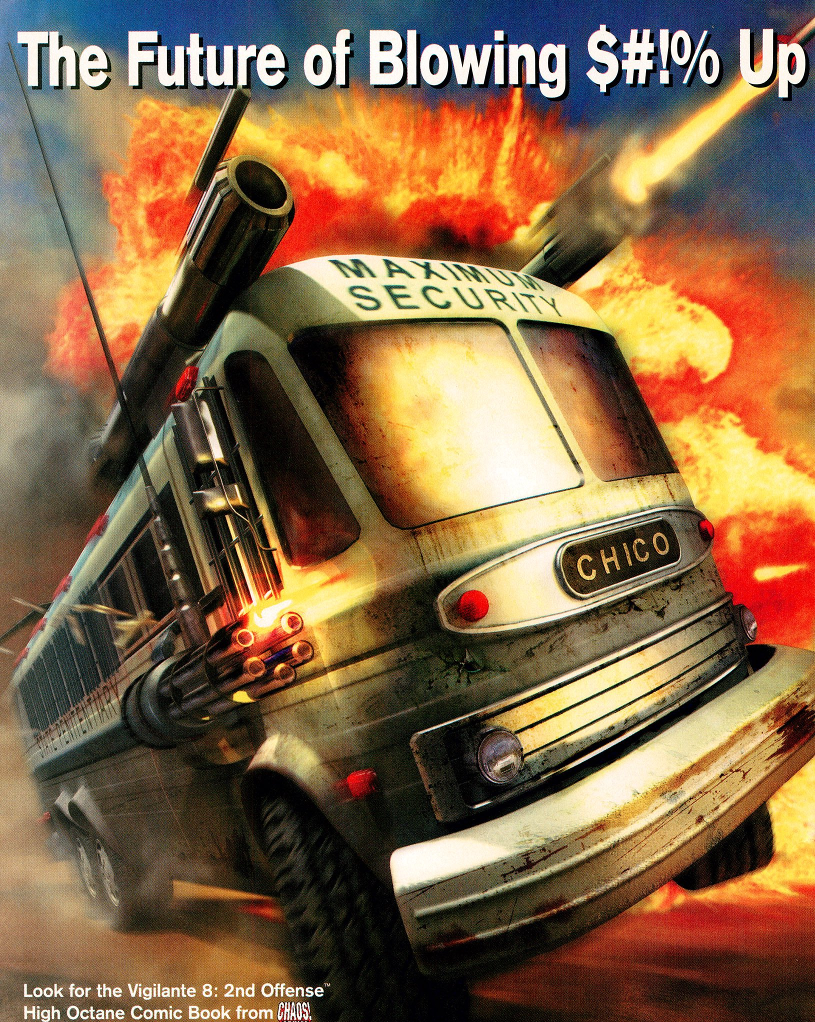
- ALFA ROMEO
- ASTON MARTIN
- AUDI
- BMW
- CHEVROLET
- CITROEN
- DAIHATSU
- DODGE
- FIAT
- FORD
- HONDA
- JAGUAR
- LANCIA
- LISTER
- LOTUS
- MAZDA
- MERCEDES-BENZ
- MG
- MINI
- MITSUBISHI
- NISSAN
- OPEL
- PEUGEOT
- PLYMOUTH
- RENAULT
- RUF
- SHELBY
- SUBARU
- SUZUKI
- TOYOTA
- TVR
- VECTOR
- VENTURI
- VOLKSWAGEN

exact specifications. You can customize them to blistering levels of performance. Sound excessive? Not considering what you're up against. Twenty of the world's most unforgiving tracks. Along with an equally merciless Rally Racing Mode. Winning won't be easy. But then, accepting defeat could be far more difficult.



GT2 GRAN TURISMO™
RACING. ON A HIGHER LEVEL.

© 1999 Sony Computer Entertainment Inc.



Look for the Vigilante 8: 2nd Offense™
High Octane Comic Book from CHAOS! COMICS

All screen shots from Sega Dreamcast™, except for four-player shot from Nintendo 64™.

Activision is a registered trademark and Vigilante 8: 2nd Offense is a trademark of Activision, Inc. ©1999 Activision, Inc. Luxoflux is a trademark of Luxoflux Corp. All rights reserved. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Licensed by Nintendo. Nintendo, Nintendo 64 and the "N" logo are trademarks of Nintendo of America Inc. Licensed by Nintendo© 1996 Nintendo of America Inc. Sega, Dreamcast, and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. © 1999 SEGA ENTERPRISES, LTD. This game is licensed for use with the Sega Dreamcast system. Published and distributed by Activision, Inc. Activision is a registered trademark of Activision Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks and trade names are the properties of their respective owners.

TEEN
CONTENT RATED BY ESRB

NINTENDO64

PlayStation

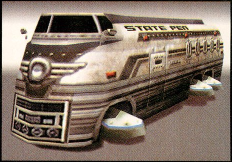
Sega Dreamcast

is Here!

Luxoflux
ACTIVISION
www.activision.com

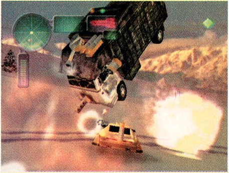
MAXIMUM SECURITY
STATE PEN
CHICO
BUSTED

Standard Burro Prison Bus.

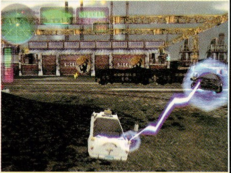


Fully Upgraded Bus with Hovering Power-Up.

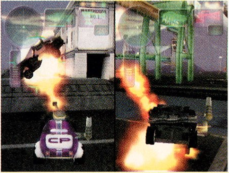
Now upgrade any *Vigilante 8: 2nd Offense* vehicle with extra speed, armor, target avoidance and more!



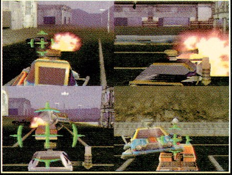
Get back on the bus for even more blistering, off-road auto combat insanity in 10 totally destructible arenas.



Cruise, bruise and pick-up hidden weapons, plus special power-ups that let you float, hover and tread on snow.


WAREHOUSE NO.1
CP

Control 15 all-new, fully loaded '70s and futuristic vehicles with special attacks and on-the-fly morphing upgrades.



Blast 'em sky-high in one and two-player modes, or up to four-player on Sega Dreamcast™ and Nintendo 64™.

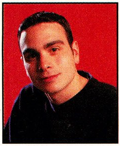
"Vigilante 8: 2nd Offense leaves the competition in the dust!"
- PSM

VIGILANTE 8 2ND OFFENSE™

IF IT DRIVES BY, BLOW IT UP!

Editorial

A few unofficial words from the official editor-in-chief



ERROR:
01:01:1900 00:00:01

PICTURE QUOTE NOT FOUND

This Is Not About Y2K Or Anything Else '00 Related

So here we are, the first issue of *OPM* in the new millennium, and you know what? I'm going to go ahead and skip the ease and urge of writing an editorial addressing that. But I must point out that since you have this January issue firmly in your hands, it proves that the *Official U.S. PlayStation Magazine* is indeed Y2K compatible. And that puts us way ahead of Arkansas and most third-world countries.

In case you haven't noticed in this millennial issue, a lot of Hollywood-inspired games have been pouring onto the PlayStation lately, and thankfully they haven't sucked. (Anyone who's played video games for any amount of time knows how badly those games generally turn out.) For a long time everyone has talked about the lines between Hollywood and gaming becoming blurred, but it never happened to the extent that the pundits predicted.

But there's another side of it that might piece together the puzzle a little more. Most good and/or popular books, TV shows and movies always have a star, a producer, a writer or a director that helps define the quality and direction of that piece of entertainment. Right now, at the very end of this millennium (which is when I'm writing this), video gaming has very little of that. Plus, aside from the hardcore gamers, it seems that no one really takes notice of who Hideo Kojima (Metal Gear Solid) or Jason Rubin (Crash Bandicoot series) is. Sure, there's a John Carmack (id Software) and a John Romero (ION Storm, formerly of id Software) here and there with a token piece in *Rolling Stone* or *Entertainment Weekly*, but for each one of them, there are 10 other developers who should be just as recognized in this millennium.

Mission Statement

The Official U.S. PlayStation Magazine is the only Sony Computer Entertainment America-licensed magazine and is published by ZD Inc. through an exclusive arrangement. As such, *OPM* remains independent from SCEA, and is a critical, autonomous voice that helps readers get more out of their PlayStation system by delivering the most current, comprehensive and candid coverage of PlayStation software and hardware.

Part of the reason for this is because games are currently designed by a team of people—not just one. Sure, there's always someone at the top ultimately making the calls, but quite frankly, it's hard to pin the credit of a game on any one person, even if there are always people willing to take credit for them. And if one is appointed as The Man, it's often for marketing's or public relation's sake. But the biggest reason is—let's face it—a lot of these people just aren't nearly as interesting, "sexy" or glamorous as their other entertainment counterparts. No one is rushing to salons, asking for the John Romero makeover (Doom, Quake) or trying to lose their locks like Sid Meier (Civilization), but they are perfectly fascinated with Robert Downey Jr.'s latest drug offense and amused by Carrot Top. It just isn't that interesting to hear about the life of the programmers who type code on a screen all day—unless they shoot their co-workers afterward. Sure, we respect what they do and love playing the fruits of their labor, but until they all begin looking really attractive, start wearing outrageous clothes (I'm not talking game T-shirts here), and loading up on the silicon "enhancements," the public just isn't going to care about their lives as much—this millennium or next.

Maybe if game designers started more bar fights, criticized each other more, or had funny accents, they would get more exposure. Well, if they did it more publicly and in front of a camera, I mean. But that's something they'll have to consider going into the new millennium.

Kraig Kujawa
Editor-in-Chief

Official U.S. PlayStation Magazine

PUBLISHER
Dale Strang

EDITORIAL
Editorial Director J.E. Funk • joe_funk@zd.com
Editor-in-Chief Kraig Kujawa • kraig_kujawa@zd.com
Managing Editor Gary Steinman • gary_steinman@zd.com
Deputy Editor Joe Rybicki • joe_rybicki@zd.com
Associate Editor Mark MacDonald • mark_macdonald@zd.com
West Coast Editor Wataru Maruyama • wataru@gamespot.com
Contributing Editors Doug Erickson • Brian Glick • Joe Gray • Johnny Masthead • Jim Mazurek • Andy Pfister • Andrew Vestal
Copy Editors Dan Peluso • Jennifer Whitesides

DESIGN
Creative Director Michael Stassus
Senior Art Director Bob Conlon • bob_conlon@zd.com
Art Director Donna O'Hara
Contributing Art Directors Tim Davis • Jason Hinman

TOKYO BUREAU
Mixx Entertainment, Inc.
Stuart Levy, CEO & Bureau Chief
Matthew Galgani, Producer
Kiyomi Fukuyama, Editorial Manager
Yutaka Ohbuchi, Japanese Correspondent

PRODUCTION
Production Director Carlos Lugo
Senior Prepress Manager Peter Discoe
Prepress Manager Dave McCracken
Electronic Prepress Technician Chris Melody
Project Leader Mark LeFebvre
Analyst Scott Parus

ZD GAME GROUP
Business Director Cathy Bendoff

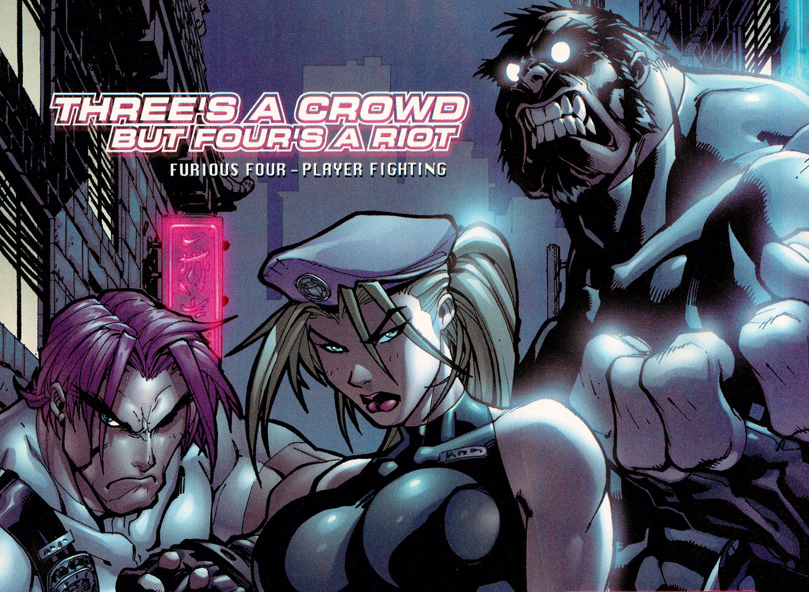
CIRCULATION
Circulation Director Joan McInerney
Circulation Director Shirley Viel
Senior Newsstand Sales Manager Don Galen
Subscription Service Number:
(303) 665-8930 (U.S. Only)
http://service.playstationmagazine.com

ADVERTISING INQUIRIES CONTACT:
ZD Game Group
50 Beale Street, 12th floor San Francisco, CA 94105
tel: (415) 547-8783 fax: (415) 547-8777
Group Associate Publisher
Suzie Reider • suzie@zd.com
Telephone (415) 357-4915
National Sales Manager, Northwest
Anthony George • anthony_george@zd.com
Telephone (415) 547-8774
Account Executive, Northwest
Mary Gray • mary_gray@zd.com
Telephone (415) 547-8782
District Sales Manager, Southwest
Karen Landon • karen_landon@zd.com
Telephone (760) 942-6277
Account Executive, Southwest, Midwest & East Coast
Linda Philapil • linda_philapil@zd.com
Telephone (415) 547-8781
District Sales Manager, Midwest & East Coast
Marc Callison • marc_callison@zd.com
Telephone (630) 382-9034
Senior Marketing Manager & Creative Director
Rey Ledda • rey_ledda@zd.com
Telephone (415) 547-8775
Associate Marketing Director
Sat Sharma • sat_sharma@zd.com
Telephone (415) 357-4935
Senior Ad Production Manager
Dennis Fitzgerald • dennis_fitzgerald@zd.com
Telephone (415) 357-4998 Fax (415) 547-8868
Advertising Production Coordinator
Teresa Newson • teresa_newson@zd.com
Telephone (415) 357-5428

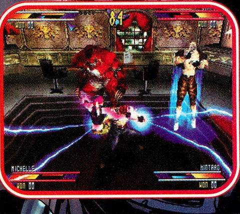
Official U.S. PlayStation Magazine (ISSN #1094-6683) is published monthly by ZD Inc., P.O. Box 3338, Oak Brook, IL 60522-3338. Periodicals Postage Pending at Lombard, IL and additional mailing offices. Single-issue rates: $7.99. Subscription Rates: One Year (12 issues and 12 demo discs) $39.97 U.S., $65.97 all other countries. We periodically make lists of our customers available to mailers of goods and services. If you do not wish to receive such mailings, please write to us and include a copy of your mailing label. Subscription Service Questions and Address Changes Write to: Official U.S. PlayStation Magazine, P.O. Box 55362, Boulder, CO 80322-5362. Call us: (303) 665-8930 U.S. or (303) 604-7445 all other countries. Fax us: (303) 604-7455 U.S. or (303) 604-0540 all other countries. Or visit our subscription Web site at http://service.playstationmagazine.com.

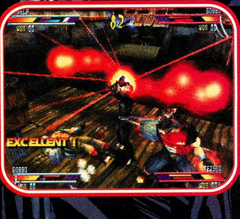
The editors and publishers are not responsible for unsolicited materials. Without limiting the rights under copyrights reserved herein, no part of this publication may be reproduced, stored in or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise) without the prior written notice of ZD Inc. To reuse any material in this publication, obtain a permission request form at www.icopyright.com/zd, or have a form faxed or mailed to you by calling (425) 430-1663. Copyright © 1999, ZD Inc. All Rights Reserved. TM & © for all other products and the characters contained therein are owned by the respective trademark and copyright holders. All materials in this magazine are subject to change and the publisher assumes no responsibility for such changes.

The Canadian GST registration number is 14049 6720 RT. Printed in the USA.



gekido™





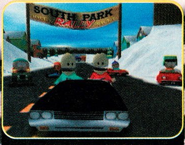
- 4-Player arena mode makes other fighting games look as menacing as Tibetan Monks doing peace chants
- Solid single-player mode takes you through 15 progressive 3-D environments where all hell breaks loose as you discover new routes and playable characters
- Start with 4 different characters, each with their own signature "rage" moves, devastating combos, juggles and more!
- Anything is a weapon, and the interactive environments are loaded with both traditional painmakers like rocket launchers, guns and creative weapons like soda machines, oil canisters and other "surprises"

RATING PENDING RP CONTENT RATED BY ESRB

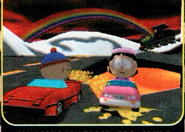
©1999 N.A.P.S. TEAM SNC. All rights reserved. Distributed under license from Gremlin Interactive Limited. Developed by N.A.P.S. TEAM SNC. ©1999 INFOGRAMES. All rights reserved. Gekido, Interplay, the Interplay logo, and "By Gamers. For Gamers." are trademarks of Interplay Productions. All rights reserved. Infogrames and the Infogrames logo are trademarks of Infogrames Entertainment SA. All rights reserved. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. All other trademarks and copyrights are the property of the respective owners.

www.interplay.com

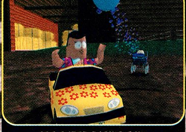
SCREW YOU GUYS,
I'M DRIVIN' HOME!
KJ's BUFFET
SWEET


SOUTH PARK
RALLY

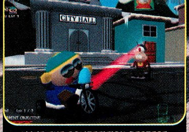
BREAK LIKE THE WIND WITH TERRANCE AND PHILLIP!



HONK IF YOU'RE PACKIN' PROJECTILE VOMIT, EXPLOSIVE DIARRHEA, AND MORE SWEET PICKUPS!



IT'S SUPER RACING FUN! THANKS FOR ASKING!



MAKE THE COMPETITION RESPECT YOUR AUTHORI-TAH WITH DOZENS OF OUTRAGEOUS VEHICLES!

MATURE M CONTENT RATED BY ESRB

COMEDY CENTRAL
www.comedycentral.com

SOUTH PARK ™

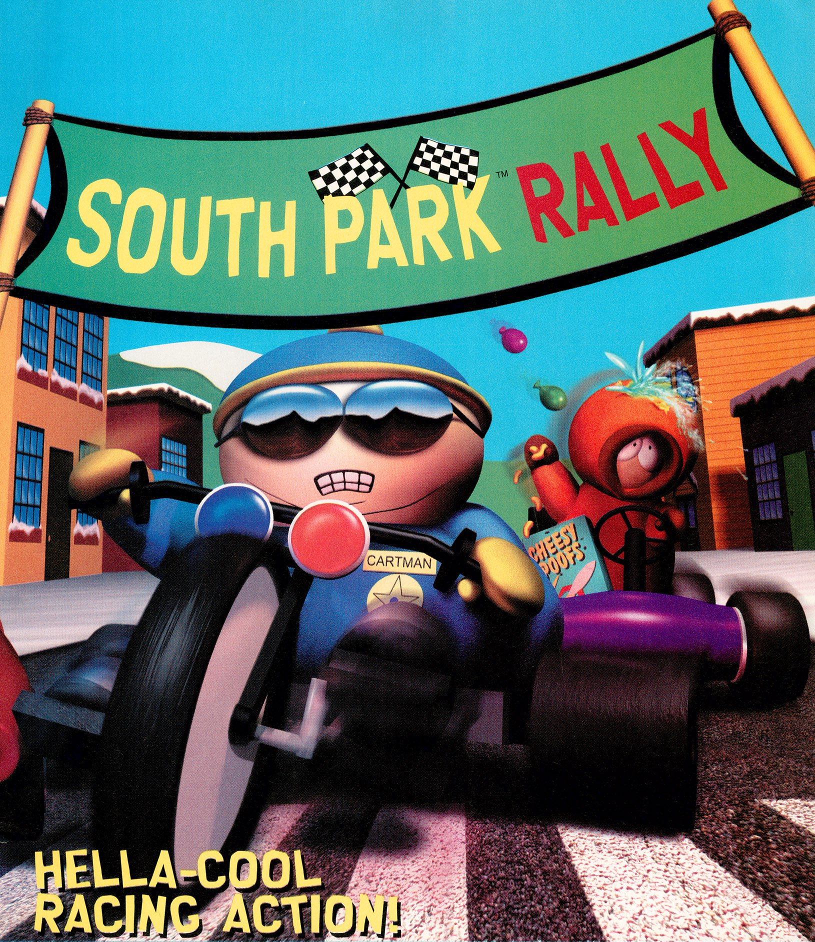
NINTENDO 64

Sega Dreamcast™

PC CD-ROM

PlayStation ®

TM & © 1999 Comedy Central. All Rights Reserved. ® & © Acclaim Entertainment, Inc. All Rights Reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Sega, Dreamcast, and

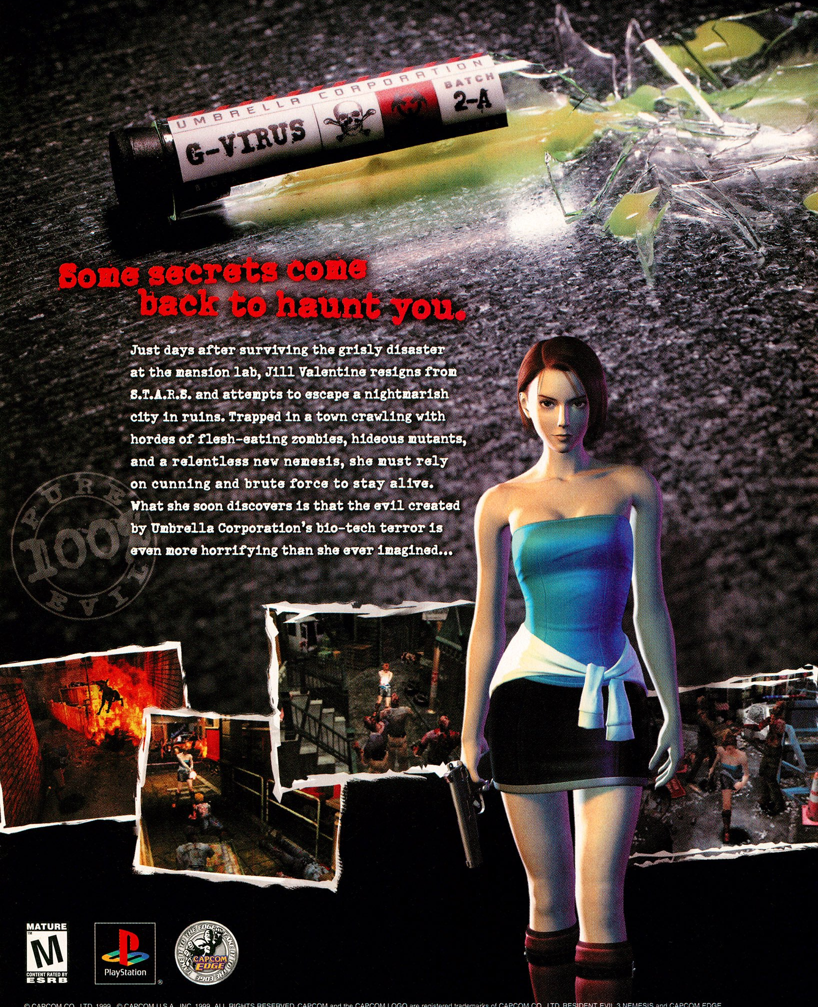

SOUTH PARK™ RALLY
CARTMAN
CHEESY POOFS
HELLA-COOL RACING ACTION!

FACE OFF AGAINST CARTMAN, GRANDPA, SCUZZLEBUTT, STARVIN' MARVIN AND THE REST OF SOUTH PARK IN THE WILDEST, RAUNCHIEST ROAD RACE EVER. WE'RE TALKIN' DOZENS OF INSANE VEHICLES AND SWEET CUSTOM SOUND-BITES!

Acclaim®

www.acclaim.com

the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises Ltd. Nintendo, Nintendo 64 and the "N" logo are trademarks of Nintendo of America Inc. © 1996 Nintendo of America Inc. Licensed by Nintendo.



Some secrets come back to haunt you.

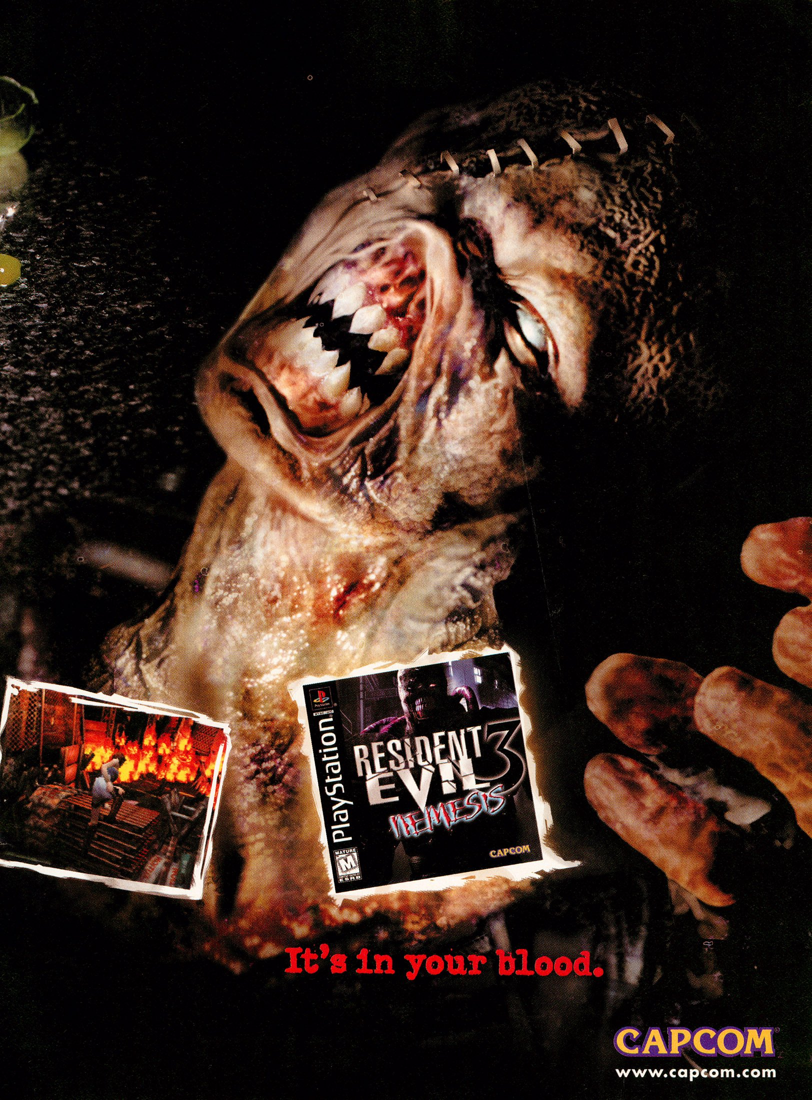
Just days after surviving the grisly disaster at the mansion lab, Jill Valentine resigns from S.T.A.R.S. and attempts to escape a nightmarish city in ruins. Trapped in a town crawling with hordes of flesh-eating zombies, hideous mutants, and a relentless new nemesis, she must rely on cunning and brute force to stay alive. What she soon discovers is that the evil created by Umbrella Corporation's bio-tech terror is even more horrifying than she ever imagined...

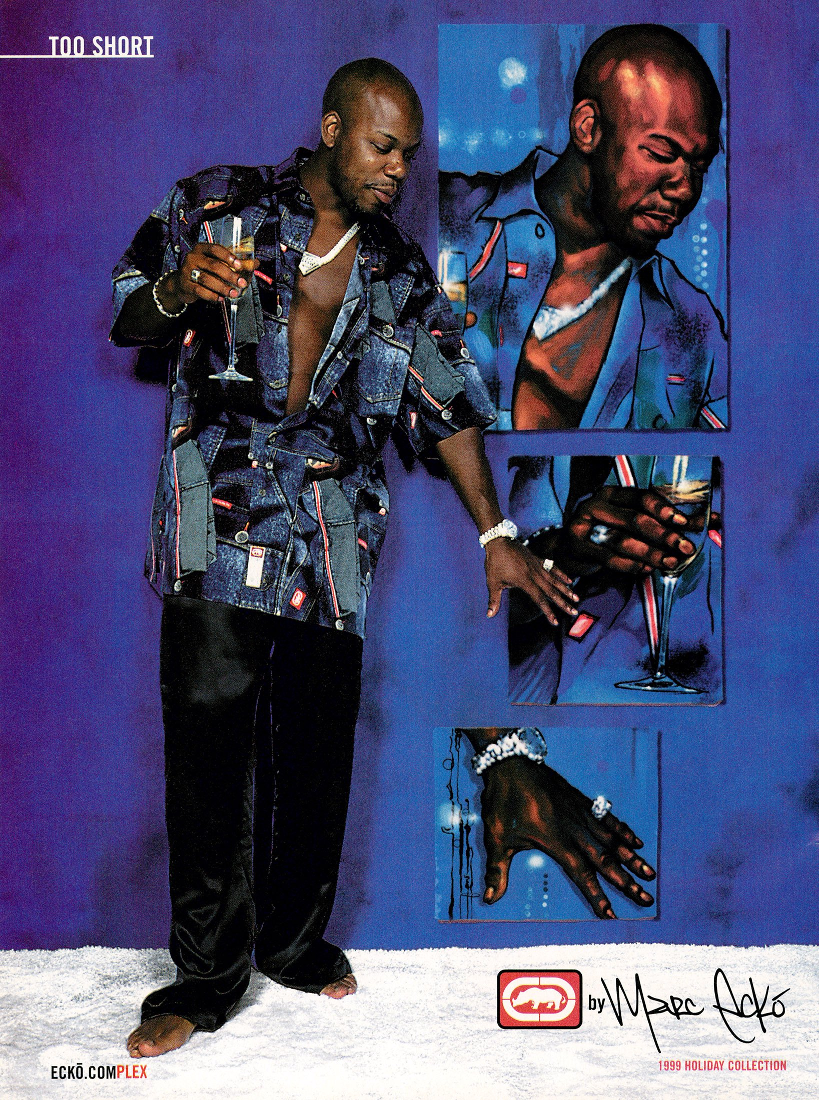
MATURE M CONTENT RATED BY ESRB

PlayStation®

TAKE IT TO THE EDGE CAPCOM EDGE

© CAPCOM CO., LTD. 1999 © CAPCOM U.S.A., INC. 1999 ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. RESIDENT EVIL 3 NEMESIS and CAPCOM EDGE are trademarks of CAPCOM CO., LTD. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.


PlayStation
RESIDENT EVIL 3
NEMESIS
MATURE
M
ESRB
CAPCOM
It's in your blood.
CAPCOM
www.capcom.com


TOO SHORT
by Marc Eckō
ECKŌ.COMPLEX
1999 HOLIDAY COLLECTION

ZIFF-DAVIS
a SOFTBANK
company

ZD INC.
CHAIRMAN AND CEO Eric Hippeau

Chief Financial Officer	Timothy C. O'Brien
President, ZD Events	Jason E. Chudnofsky
President, SmartPlanet	Chris Dobbrow
President, ZD Corporate Operations	Terri Holbrooke
President, ZD Publishing	Michael S. Perlis
President, ZDNet	Dan Rosensweig
President, ZD Education	Terry Nulty
President, ZDTV	Larry W. Wangberg
Senior Vice President, General Counsel and Secretary	J. Malcolm Morris
Senior Vice President, Development and Planning	Daryl R. Otte
Senior Vice President, Corporate Marketing	Charlotte Rush
Vice President, Controller	Mark Moyer
Vice President, Tax	Stuart Simon
Vice President, Treasurer	Thomas L. Wright
Vice President, Human Resources	Tracy Mitchell
Vice President, Information Technology	James Rust
Vice President, Corporate Programs	Marylou Berk
Vice President, Business Development	Lee Feldman
Vice President, Corporate Research	Elda Vale
Vice President, Marketing Communications	Barbara Lyon

Integrated Client Sales

Executive Vice President	Nancy Newman
Executive Vice President	Aaron Goldberg
Senior Vice President	Rita Burke
Vice President, Corporate Sales	Scott Murphy

ZD PUBLISHING

President & CEO	Michael S. Perlis
Executive Vice President/Publishing The Enterprise Group	Jack Dolce
Executive Vice President/Publishing ZD Publishing, General Manager	Tom McGrade
Executive Vice President/Publishing PC Magazine	Michael J. Miller
Executive Vice President/Publishing Consumer Publications	Jim Spanfeller
Senior Vice President/Publishing Publisher, PC Magazine	Peter Longo
Senior Vice President/Publishing Publisher, Interactive Week	Alan Perlman
Vice President/Publishing Editor, PC Week	John Dodge
Vice President/Publishing Editor in Chief, Yahoo! Internet Life	G. Barry Golson
Vice President/Publishing, Production	Roger Herrmann
Vice President/Publishing Publisher, Computer Shopper	Tom Jones
Vice President/Publishing Editor in Chief, PC Week	Eric Lundquist
Vice President/Publishing Editor in Chief, ZD Publishing Technology	Bill Machrone
Vice President/Publishing International & Integrated Sales Development	Jim Manning
Vice President/Publishing Circulation	Charles Mast
Vice President/Publishing Editor in Chief, Family PC	Robin Raskin
Vice President/Publishing Publisher, PC Week	Sloan Seymour
Vice President/Publishing Editor in Chief, PC Computing	Paul Somerson
Vice President/Publishing, Game Group	Dale Strang
Vice President/Publishing Publisher, Yahoo! Internet Life	Paul Turcotte

ZD Labs

Vice President and General Manager	Mark Van Name
Chief Technology Officer, ZD Labs	Bill Catchings
Director	Eric Hale
Director	Lauren Black

Ziff-Davis,
A SOFTBANK Company

MARVEL SELECTS

START WHERE THE STORIES BEGIN

In these newly released originals, follow the early adventures of Spider-Man and the Fantastic Four and see why they've remained the world's favorites for more than 25 years.

SPIDER-MAN Mild-mannered Peter Parker — "the super hero who could be you" — possesses the heroic powers to fight evil, but not to improve his own all-too-human lot in life.

FANTASTIC FOUR This slightly weird family of heroes — Mr. Fantastic, The Invisible Girl, The Human Torch and the hideous, but powerful Thing — present a united front against the forces of evil.

- 12 colorful monthly issues
- Subscribe to one or both series
- Enjoy now; collect them for later
- Treasure the original art and storylines

Just $24.95 each — subscribe to both for only $41.90

Do it now — they're classics and will soon be collector's items!!!

Call toll-free 1-877-285-3268 or www.marvel.com

YES, ENTER MY 12-MONTH SUBSCRIPTION TO MARVEL SELECTS

☐ Spider-Man ☐ Fantastic Four

(check one or both boxes) for just $24.95 each or $41.90 for both.

For orders outside the U.S., please add $12 per title.

Name Age

Street

City State Zip S9CSL4

☐ Check or money order for $__________enclosed.
(Payable to Marvel Direct Marketing, Inc.)

Charge my ☐ VISA ☐ MasterCard ☐ American Express ☐ Discover

Account No. Exp. Date

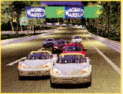
Signature

Send to Marvel Direct Marketing, Inc., P.O. Box 1979, Danbury, CT 06813. Offer good until 12/31/2000.

PlayStation

Contents

Gran Turismo 2



Check out our giant update on this highly anticipated title, including a complete list of *every* car in the game—594 at last count!

46

Y2K Buyers Guide

It's the end of the world as we know it, and you feel fine...Why? Because you stocked up on all the essential PS goodies thanks to our Y2K Buyers Guide.

76

Twisted Metal 4

Sweet Tooth is back, and he's got Rob Zombie with him. Read all about the latest chapter in this deranged franchise in our premier review.

92

Resident Evil 3 Strategy

You thought last month's Dino Crisis strategy kicked ass? Wait till you see what *Expert Gamer*'s Jim Mazurek has done to RE3. Everything you need to know and more.

112

Letters

強制終了しました。
本体が改造されている
おそれがあります。

In addition to Reader Art and the Caption Contest, we explore issues like the size of the PlayStation2, mod chip detection, and the role of *OPM* in our nation's correctional facilities.

22

News

One word: PlayStation2. We've got tons of new screens from top games like Tekken Tag Tournament, plus all the latest info and inside scoops. Also, look out for the Blair Witch!

30

Previews

We've got detailed impressions of some of the big games of the new millennium, including Tomba! 2, Die Hard Trilogy 2, SaGa Frontier 2, Galerians, Crusaders of Might & Magic and much more.

56

International

This month a pair of exciting new action/RPGs—Dew Prism and Dragon Valor—are on their way to America! Yes! Also the PlayStation rerelease of the classic RPG Chrono Trigger.

72

Reviews

Will Wu-Tang finally provide a decent four-player fighting fix? Is Bond bound for the bargain bin? Is Michael Jordan truly the best ever? Find out in this month's reviews.

88

Tricks

Medal of Honor, Hot Wheels Turbo Racing, Re-Volt, Wu-Tang: Shaolin Style, Xena: Warrior Princess and Legacy of Kain: Soul Reaver some of the games featured in this issue.

126

g.e.a.r.

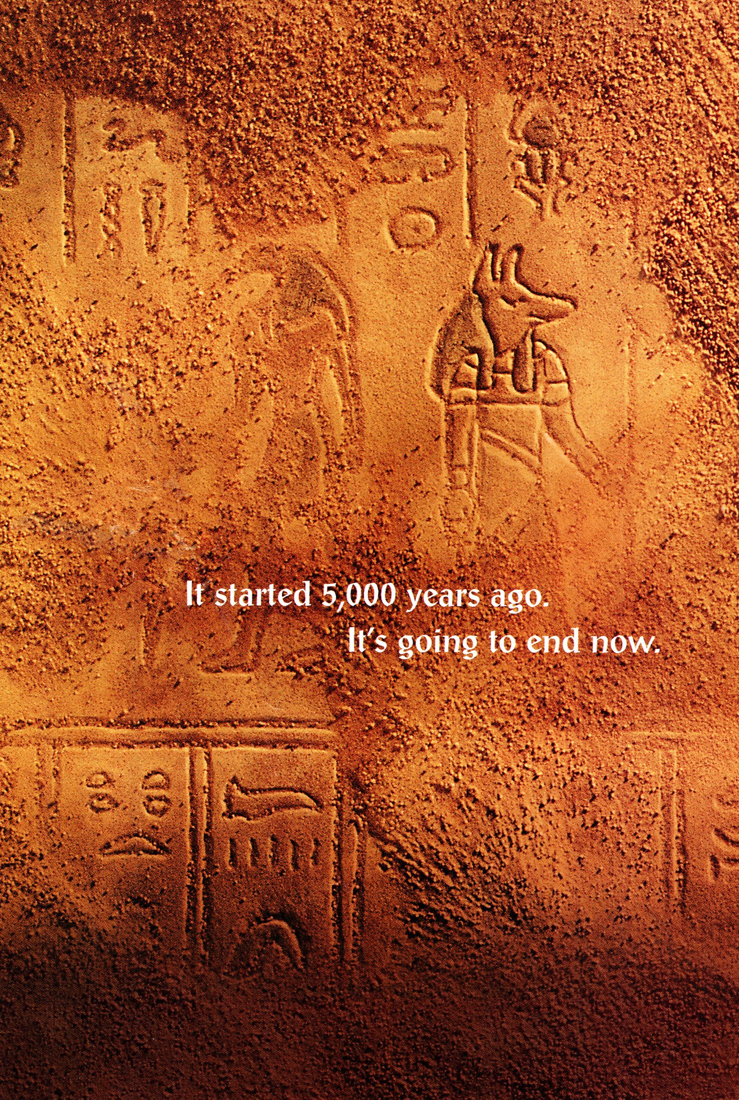
Style and substance converge in a new speaker system designed specifically for game consoles. Plus, we test drive a handheld racing wheel, strap on a GT2 watch and review a PS storage device.

130

Demo Disc

What's scarier: dinosaurs or zombies? Answer that question for yourself by testing out Dino Crisis on this month's Demo Disc. Also on the disc: five other playable games and two video clips.

134

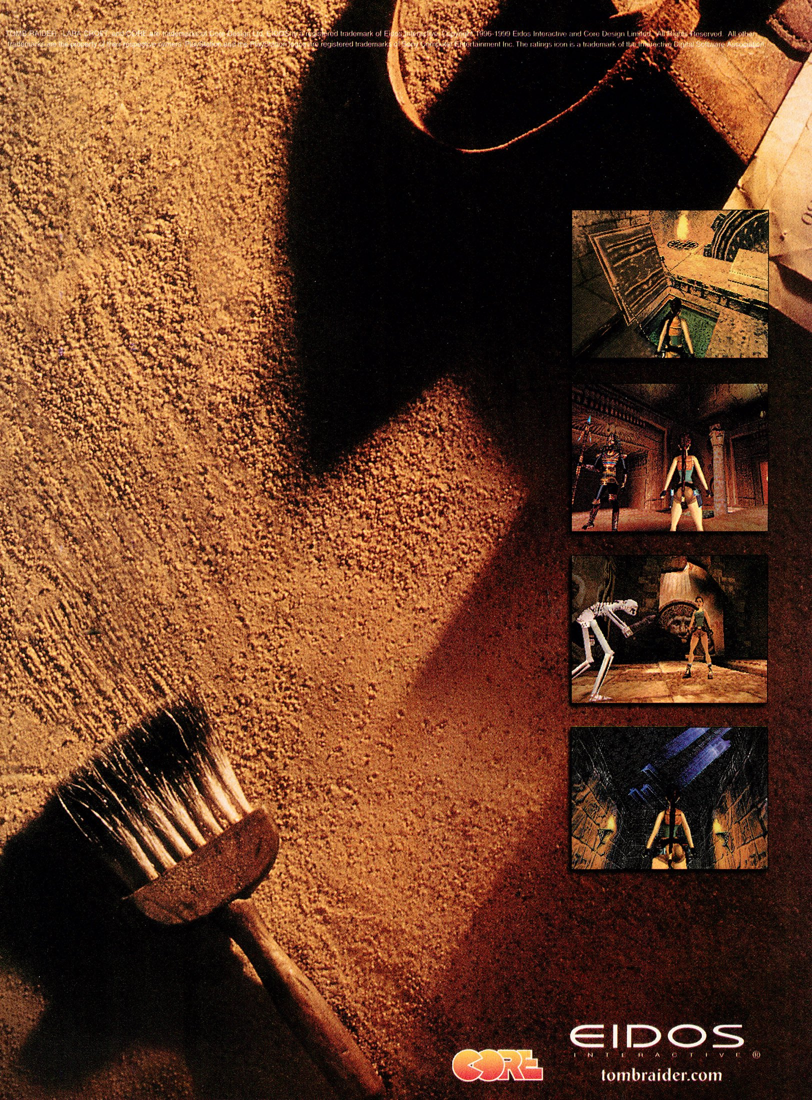

It started 5,000 years ago.
It's going to end now.

PlayStation
TEEN
T
CONTENT RATED BY ESRB
PC CD
TOMB RAIDER
THE
LAST REVELATION

Can Lara Croft stop an ancient curse from plungi
everything you've been asking for. Seamlessly int
mapping that even brings the dead characters to
the most incredible Tomb Raider ever. So while

ng the world into madness? *Get ready for Tomb Raider: The Last Revelation,* the epic adventure with
egrated gameplay and FMV sequences for non-stop action. Killer graphics with skin and 3-D texture
life. Along with diabolical new puzzles and a totally new inventory control system that make this
ara may be back in Egypt, expect the Last Revelation to take you to a place you've never been before.

TOMB RAIDER, LARA CROFT, and CORE are trademarks of Core Design Ltd. EIDOS is a registered trademark of Eidos Interactive. Copyright 1996-1999 Eidos Interactive and Core Design Limited. All Rights Reserved. All other trademarks are the property of their respective owners. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.



CORE

EIDOS
INTERACTIVE®

tombraider.com

Know you're gonna score.

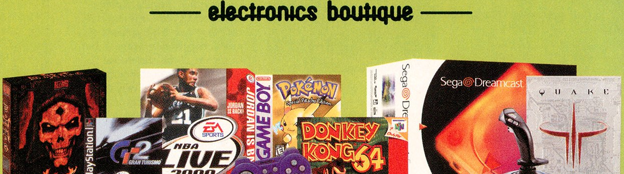
electronics boutique
ebworld.com
PC
PlayStation
Nintendo 64
Dreamcast
Game Boy
Macintosh
Toys

Find the monster on our home page for a hot deal!

It's a done deal. That hot new release you're drooling over will soon be yours. You just found www.ebworld.com, the planet's most reliable source for games, guides and accessories at great prices– plus up-to-the-minute release dates, online news and reviews from fellow gamers. (What more would you expect from the people who brought you Electronics Boutique?) Whatever you need, know you're gonna score it here. We'd never tease you, man.

EBworld.com

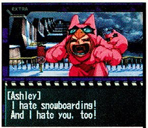
electronics boutique


Diablo II
PlayStation
GT2 Gran Turismo
EA Sports
NBA Live 2000
Jordan is Back
Game Boy
Pokémon Special Pikachu Edition
Donkey Kong 64
Sega Dreamcast
Quake Arena

AOL Keyword: EBWorld

WE'RE INSIDE YOUR WORLD.

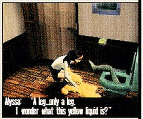
Caption Contest Winner



[Ashley]
I hate snowboarding!
And I hate you, too!

"Long live sport."
Nick Wilhelmy
akira82@lse.fullfed.com

Now you too can have your shot at history with the OPM Caption Contest! Every month, we run a game-related picture or screenshot. Your job is to write a humorous caption for it and submit it to us at any of the addresses on the following Letters page. The winner will be chosen by the following scientific method: We'll read them all, and the one that makes us laugh our asses off will get a sparkling new game or game-related item. Now, see what you can do with this pic:



Alyssa: "A leg...only a leg.
I wonder what this yellow liquid is?"

[You didn't really think those were the official rules, did you? For all the legal stuff on this and our other contests, please refer to page 24.]

Size Does Matter

Dear *OPM*,

I've read all the columns, letters and comments that I've come across on the new PlayStation, but no one has answered the question of how big the new machine is. This is the main reason I like my PlayStation so much: its portability. I hope Sony has factored the size issue into the new model.

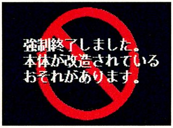
gstelmack@escape.ca

When oriented like the current model (i.e., not standing on end), the PS2 is 12" wide, 7" deep and 3" high, and weighs in at 4lbs., 10 oz. (That's about 30cm by 18cm by 8cm, and 2.1kg for our friends up north.) By contrast, the current model is 10.5" by 7.25" by 2.5" and 2 lbs., 14oz. (about 26.5cm by 18.5cm by 5.5cm, 1.29kg). So the new system is slightly larger and almost twice as heavy, but is still well within the realm of portability.

Overseas Oversight

Dear *OPM*,

As you may well be aware, the U.S. release of Dino Crisis has anti-mod protection on it, therefore not allowing a modified PlayStation to play the game, be it a copy or (unfairly) an original. If you attempt to boot an original U.S. copy of Dino Crisis in a modded system you're treated to a black screen with a red circle with a slash through it and some text in Japanese. Why on Earth would Capcom write the anti-mod warning in Japanese in the U.S. version? And what does that warning say?



強制終了しました。
本体が改造されている
おそれがあります。

name withheld by request

The proper English version of this message reads "Software terminated. Console may have been modified." This mod-chip detection routine is one way of ensuring that illegally copied games won't play. It is unfortunate that even legit versions of games trigger this response, but that's one of the reasons we warn people against modifying their systems. As for why it's in Japanese, that's simply an oversight; blue testing systems do not invoke the warning screen, so it occasionally goes untranslated.

Letter of the Month

Dear OPM,

I have been reading your magazine for about three years now and enjoy it immensely. I am an unusual brand of gamer in that I am nearly 35 years old. I also work at a juvenile correctional facility, in a unit housing mainly violent offenders. I have anywhere from 25 to 30 kids ranging from 12 to as old as 22 years. With my being so much older than the kids, one would think that I would have trouble communicating with them, and sometimes that's true. But I have found one great way to reach them is to have a common interest to talk about. You guessed it—video games! When I first came to work I used to bring in OPM to read on my breaks. One night a youth asked me what I was reading, so I showed him. You should have seen the look on his face. He could not believe that an "old guy" like me would like playing PlayStation.

Now almost all the kids ask me if I have the new issue of OPM every day, and if I say "yes" I have half a dozen requests to read it before lights out. Of course I let them. My point here is this gentlemen: Video gaming and especially your magazine give me a great tool to use to get through to the kids. It gives me a way in to talk to them and build trust, and I have found that those I talk to most about gaming will come to me when they have a problem or just need to talk. They do this because they know at some level I can relate to them. So the next time someone talks about the evils of video games, show them a copy of this letter. I have been in law enforcement for 13 years and I can tell you this: IT'S NOT THE VIDEO GAMES!! Trust me on this.

Kevin Smith
cerbera@proaxis.com

Glad we could help, Kevin, and thanks for helping to advance our secret goal of making our mag a necessary fixture in correctional facilities. Say hi to your "guests" for us! ;)

Do you think you have what it takes to write the Letter of the Month? Send us your timely, original, well-written video game expositions (you don't even have to agree with us!) and you too could win an official OPM Box of Joy. New surprise goodies every month!

Can You Do Our Job Better Than Us?

***OPM* is looking for talented individuals who know the PlayStation, its games and its culture. If you're a good writer with a sense of humor and a passion for playing games, then we want to hear from you! Mail all résumés and writing samples to:**

OPM Jobs
P.O. Box 3338
Oak Brook, IL 60522-3338

we want your input!

How do you like the mag? What about the design? Are we leaving anything out?

Let us know!

To get special attention as far as design and content issues go, label your letters or e-mails with the heading: PlayStation Magazine suggestions c/o the Official U.S. PlayStation Magazine at the addresses on the final Letters page.
We can't wait to hear from you.

Just pop **MTV MUSIC GENERATOR**™ into your PlayStation®

and prepare to create music magic. Whether you're a beginner

or a whiz, you'll amaze yourself with your homemade jams.

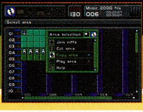
Experiment with 1500 riffs and **3000 instrument** **sounds** to create infinite

music possibilities, then make a matching 3-D video

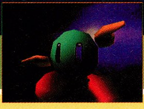
and save it all to memory to play for your friends. It's **MUSIC CREATION**

FOR THE PLAYSTATION... and it rocks. So will you.

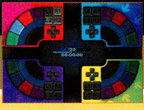
EXPRESS YOUR INNER BEATS


130
006
Music 2000 file
Select area
Area selection
Join riffs
Cut area
Copy area
Play area
Help

Combine instrument sounds and riffs into cool musical jams, creating rock, hip hop, drum & bass, techno and house tracks.



Produce amazing videos with over 300 shapes, lights and effects, then save your creation to a memory card to play for friends.



Create amazing variations by combining blocks of music, then play with up to four friends in jam sessions via Multi Tap.

PlayStation
NTSC U/C
MTV
MUSIC TELEVISION
MUSICGENERATOR
MUSIC CREATION FOR THE PLAYSTATION
EVERYONE
E
CONTENT RATED BY ESRB

Codemasters

JESTER INTERACTIVE

www.codemasters.com
www.activision.com

©1999 Jester Interactive and The Codemasters Software Company Limited and Codemasters Limited, ("Codemasters"). All rights reserved. "Codemasters"® is a registered trademark of Codemasters Limited. MTV MUSIC GENERATOR™ and all related titles and logos are trademarks of MTV Networks, a division of Viacom International Inc. ©1999 MTV Networks, a division of Viacom International Inc. All rights reserved. Developed by Jester Interactive. Published by Codemasters. Distributed by Activision. Activision is a registered trademark of Activision, Inc. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. All rights reserved. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks and trade names are the properties of their respective owners.

Letters

A glimpse into the demented minds of our readers

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or non-working demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services. For more information see this month's Demo Disc section.

Going Vertical

Dear *OPM*,

I knew PS2 was advanced, but I didn't think it could defy the laws of physics. I mean, let's think about it. The CD/DVD tray now slides out of the machine, right? So if the system is standing up, how are you going to put in the CD? Unless Sony has invented some way of locking in the CD and still letting it turn, I really don't see how this is going to work.

Iain Connor
via the Internet

It's not as much of a mystery as it seems. Sony's Vaio Slimtop computer uses a sliding tray with a locking mechanism similar to the one that keeps discs in your current PlayStation, locking the disc in place. It's safe to assume that the PS2 will use a similar system.

Fear Fluctuation

Dear *OPM*,

On your demo disc #26 there is a video for Fear Factor, but when you talk about it in your magazine, you call it Fear Effect. Is that a typo?

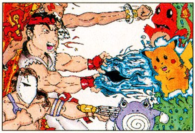
Justin McGee
Alberta, CA

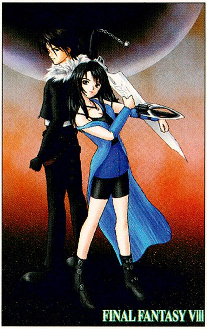
Nope; the title changed to Fear Effect after the disc was finished but just before we went to press.

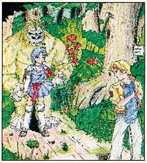
DO YOU HAVE ANY QUESTIONS ABOUT YOUR SUBSCRIPTION TO *OPM*? POINT YOUR BROWSER TO http://subscribe.playstationmagazine.com/service AND FILL OUT THE APPROPRIATE FORM. WITH A CREDIT CARD, YOU CAN EVEN START A NEW SUBSCRIPTION!

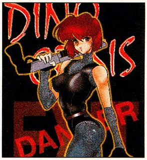
The Reader Art Challenge

Every month we'll be picking one exceptional piece as our Reader Art of the Month. The winner will have his/her piece published and will receive a new game or game-related item in the mail—so include your mailing address with all submissions.









Check out this month's artists! Clockwise from above: Paul White, Albuquerque, NM, our winner Antony Van, via the internet, Derrick Marquez, N. Potomac, MD, and John Duckett, Bowie, MD. Great job!

3 ways to reach us

snail mail:
PlayStation Magazine
P.O. Box 3338
Oak Brook, IL 60522-3338

fax:
If you need to
reach us now
630 382 9010

e-mail:
opm@zd.com
and check us out on
www.videogames.com

Official Contest and Sweepstakes Rules

TOP 10 MOST WANTED SWEEPSTAKES

Official Contest Rules:

1. No Purchase Necessary: To enter, send a letter or standard-sized postcard containing your name, address and phone number together with your list of 10 most wanted video games to "Top Ten Most Wanted" Official U.S. PlayStation Magazine, P.O. Box 3338, Oak Brook, IL 60522-3338 or e-mail it to dan_peluso@zd.com or fax it to (630) 382-9010. No purchase or payment of any money is necessary to enter. One entry per household per month. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff-Davis and will not be acknowledged or returned. Ziff-Davis assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per month. 2. Prizes: One Grand Prize winner will receive two (2) video games as determined by Namco. Grand Prize has an approximate retail value of $80. Winners shall be determined by a random drawing of all valid entries by OPM editors, whose decisions are final. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsor should the featured prizes become unavailable. 3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Neither ZD Inc., Namco nor their respective affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to OPM Top 10 Most Wanted Winners List, P.O. Box 3338, Oak Brook, IL 60522-3338. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

OPM CAPTION CONTEST

Official Contest Rules:

1. No Purchase Necessary: To enter, send an original caption for the attached screen shot on a standard-sized postcard containing your name, address, and phone number to "OPM Caption Sweepstakes" PO Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of ZD Inc. and will not be acknowledged or returned. Ziff-Davis assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. 2. Prizes: One Grand Prize winner will receive one (1) video game or one (1) video game-related item as determined by ZD. Grand Prize has an approximate retail value of $20-50. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of ZD should the featured prizes become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Neither ZD Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Quote Contest Winners List" at the address listed above. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

OPM LETTER OF THE MONTH

Official Contest Rules:

1. No Purchase Necessary: To enter, send a letter or standard-size postcard containing your name, address, and phone number together with your comments to "OPM Letter of the Month", PO Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by the 10th day of the month for the next available issue of *OPM*. All entries become exclusive property of ZD Inc. and will not be acknowledged or returned. Ziff-Davis assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. 2. Prizes: One Grand Prize winner will receive a box containing various items from the *OPM* offices. Grand Prize has an approximate retail value of at least $10. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. All entries will be judged on the following criteria by *OPM* editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of ZD should the featured prizes become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Neither ZD Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Letter of the Month Winners List" at the address listed above. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

©1999 3dfx Interactive, Inc.

Console gaming
can really be a lot of fun.
So can finger puppets.
You might want to give
those a whirl, too.

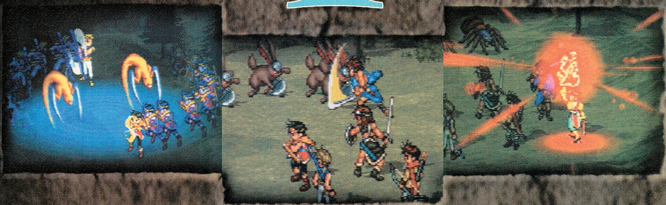
3dfx PC Accelerators. There's a better way to game. There's a reason why you're not still playing with stuffed animals. There's also a reason why you shouldn't still be playing on a console. Actually, it's the same reason. They both suck. The fact is, when enhanced with a 3dfx Voodoo graphics accelerator, the performance and visual effects on your PC will blow your console out of the water. So check one out today. And leave the coloring and stuff to the console guys. For more information, check out www.3dfx.com. **So powerful, it's kind of ridiculous.**

3dfx™

The 3dfx PC Gaming Experience : Higher Resolutions | Hard Core Games | Internet Play | Free Levels Off The Net

For temporary relief of Dragon's breath, Monster pains, or Battle fatigue; Take 2 as often as needed.

Suikoden® II



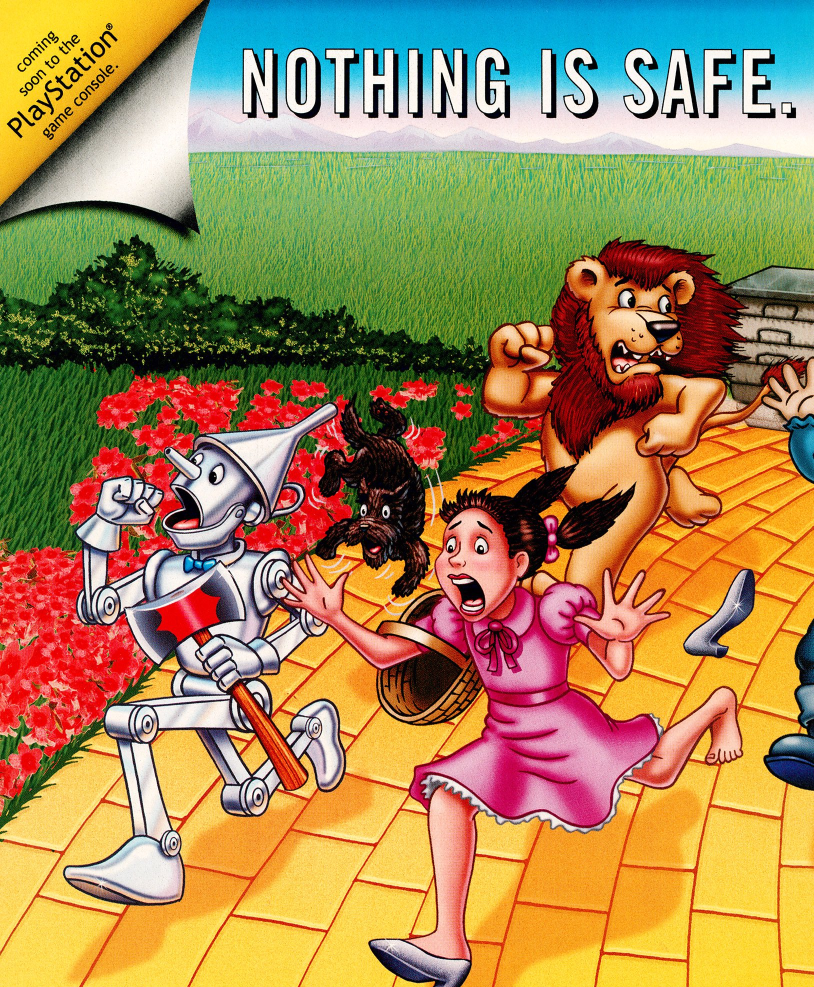
Here, powerful spells can save your life. Of course, that's not to say you won't need the dozen or so weapons and armor available to you. Or that the 108 friends willing to fight for you won't come in handy. It's just, when it comes to slaying mythical beasts and whole armies, having the odd rune up your sleeve is just what the doctor ordered.

TEEN T CONTENT RATED BY ESRB

PlayStation

KONAMI®

Suikoden II and Konami are registered trademarks d Konami Co. Ltd. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. © 1999 Konami of America, Inc. All rights reserved.


coming soon to the PlayStation® game console.
NOTHING IS SAFE.

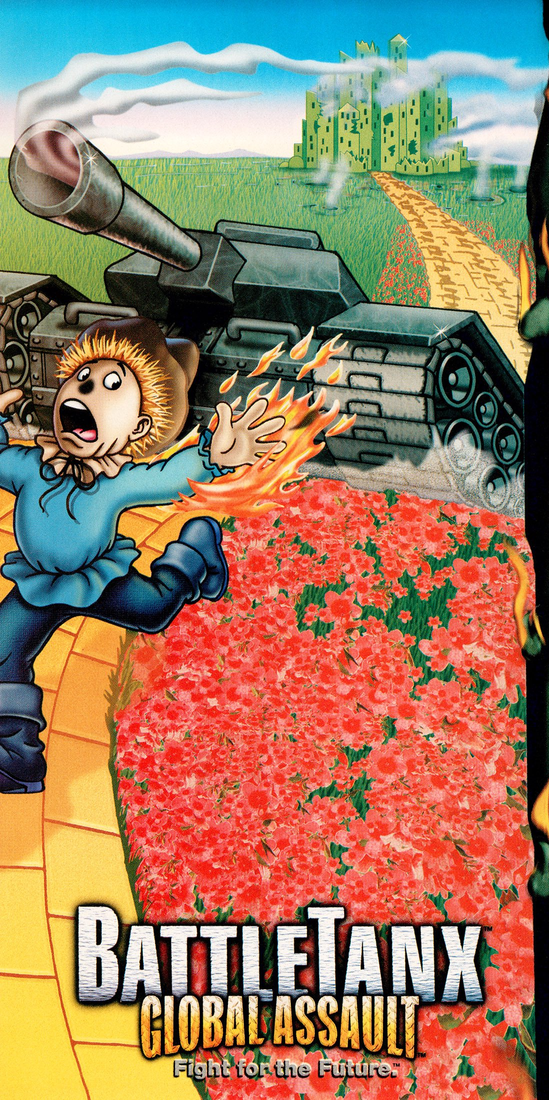
TEEN T CONTENT RATED BY ESRB

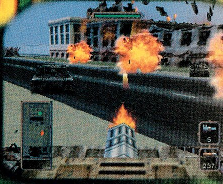
NINTENDO64

CHECK OUT BATTLETANX™ ON GAME BOY COLOR

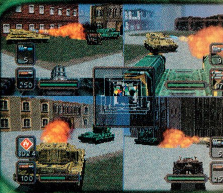
PlayStation®

© 1999 The 3DO Company. All Rights Reserved. 3DO, BattleTanx, Global Assault, Fight for the Future and their respective logos are trademarks and/or service marks of The 3DO Company in the U.S. and other countries. Nintendo, Nintendo 64 and the "N" logo are trademarks or registered trademarks of Nintendo of America Inc. © 1996 Nintendo of America Inc. Game Boy and Game Boy Color are trademarks or registered trademarks of Nintendo of America Inc. © 1989, 1998 Nintendo of America Inc. Licensed by Nintendo. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. All other trademarks belong to their respective owners.

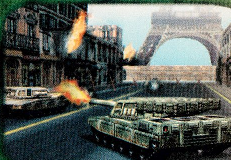




More insane weapons
and modes of destructi



Four Player
head-to-head action



22 new levels and 12
havoc-wreaking tank

BATTLETANX™
GLOBAL ASSAULT™

Fight for the Future.™

3DO™

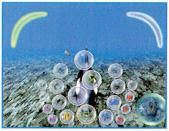
www.3do.com

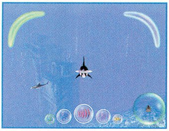
PlayStation2 Pushes

With each passing week, as we get closer and closer to the PlayStation2 launch, more developers are revealing their plans and releasing screens of their PS2 games. And like we promised you last month in our massive PS2 feature, we're gonna be all over every bit of info, every new pic, every new announcement, all to keep you informed of everything PlayStation2. But we're also here to help you cut through all the chatter and noise surrounding Sony's supersystem. We assure you that what you get here won't be unfounded rumors but hard facts, inside info and expert analysis.

Virtual Ocean

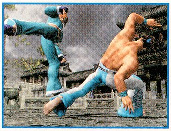
From Ed Annunziata, creator of the 16-bit hit Ecco the Dolphin, comes Virtual Ocean, a game in which you explore a submerged world as various sea creatures, interacting through realistic-sounding dolphin songs and the like. We recently saw the gameplay in motion, which showed off some crystal-clear underwater environments and an intriguing interface. The music also had a relaxing New Age feel. Virtual Ocean is set to release at the U.S. PlayStation2 launch.

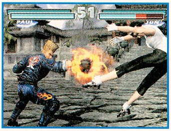


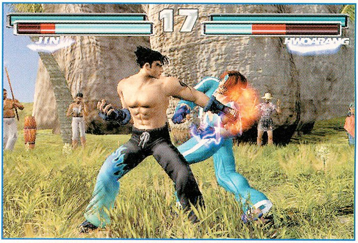


Tekken Tag Tournament

While you've already seen a ton of Tekken Tag Tournament screens in these pages, many of them weren't of a high enough resolution to really show the awesome details and the sheer beauty of the game. Namco recently released a handful of new high-res screens that just blew us away. Check out the stunning details, like the individual blades of grass in the field arena.





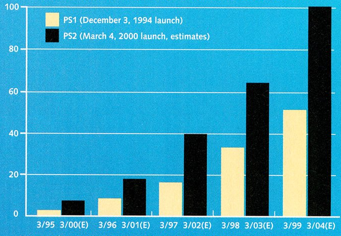


Analyst Predicts 100 Million PS2s by 2004

Talk about a bold prediction! Major investment house Merrill Lynch recently released a research report on Sony that focused on the company's PlayStation2 business, predicting that the PlayStation2 will ship 100 million units by Sony's fiscal year 2004 (which ends March 2004). Merrill Lynch broke the numbers down as follows: 1.2 million units shipped around the PS2 launch on March 4, 2000; 14.8 million by March 2001; 24 million by March 2002; 30 million by March 2003; and another 30 million by March 2004. The report also sees brisk software sales, predicting that 960 million games will be in consumers' hands by March 2004. Merrill Lynch also believes that the PS2 will be among the most important products for Sony, citing its "potential to be a core consumer electronics platform amid progress in digital and networking technology and the convergence of computers and communications equipment." In other words, the PS2 could become a true centerpiece for a home entertainment/communications system.

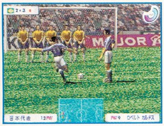
One other interesting side note in the report was a passing mention of the PocketStation2, which Merrill Lynch cites as a PS2 peripheral. Maybe we'll finally be getting a PocketStation in the States after all.

PlayStation2 will quickly outpace its predecessor



Source and estimates: Merrill Lynch; numbers in millions

Forward



World Soccer 2000

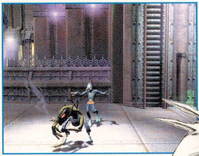
Seems every new system gets a soccer game around launch time, and the PlayStation2 is no exception. Konami's World Soccer 2000 will be one of the first in what will surely be a long and hopefully innovative line of sports titles for the PlayStation2.

Action:pause
3m
Player-1
Tee Shot
1W 280y

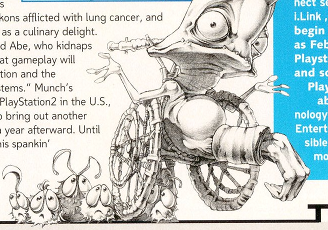
Golf Paradise

T&E Soft plans to release Golf Paradise at the PS2 launch in Japan. The game features a standard mode and a story mode, in which you raise a golfer up from amateur to pro. There are six types of topography, from forests to tropics to seaside, and you can even design your own courses.

Munch's Oddysee



The friendly folks at Oddworld Inhabitants have finally shown us what Munch will look like, and we're happy to say he's even more pathetically ugly than the lovable Abe himself. We're told that Munch is the last survivor of the Gabbit species, living in the animal testing department of a pharmaceutical research company. Apparently, Gabbit lungs served well as transplants for Glukkons afflicted with lung cancer, and Gabbit eggs were in high demand as a culinary delight. Players will control both Munch and Abe, who kidnaps Munch early on. We're also told that gameplay will be "more focused on world simulation and the behaviors of characters and ecosystems." Munch's Oddysee is set to release with the PlayStation2 in the U.S., and Oddworld Inhabitants plans to bring out another game, The Hand of Odd, roughly a year afterward. Until then, though, feast your eyes on this spankin' new pic of Abe sneaking up on an unsuspecting Slig enjoying a leisurely smoke.



PS2 News Roundup

Score
371470
Time
68

A few more games have been confirmed to launch along with the PS2 in Japan, including Square's X-Fire, Idea Factory's Sky Surfer (at left) and Namco's Ridge Racer 5. We've also been told by a spokesman that Koei will have four Japan launch titles: Kessen, a Dynasty Warrior-style fighter, a mahjong title and an RPG; the first two will also be coming Stateside • Symphony of Light will be coming to the PS2. (Before you get too excited, that's Light, not Night—so all you Castlevania fans stop frothing.) Developed by Climax, SoL is a one- to four-player RPG that was previously slated to appear on the Dreamcast • Stormfront Studios (makers of NASCAR games for EA, among other titles) is working on a racing game and an RPG for the PS2. Early speculation suggests the RPG will be based on the Advanced Dungeons & Dragons license • A source at Ubi Soft said they're working on six PS2 titles, one of which is rumored to be Rayman 3 • Two developers have tipped their PS2 hands through job postings. Atari Games (which does development work for Midway) had a listing seeking "a programmer to port the arcade title (Gauntlet Legends) to the Sony PlayStation2." And Verant Interactive, developer of 989 Studios' Everquest, placed a want ad looking for programmers to work on a "real-time first-person 3D action game for the PlayStation2" and PC • DiMagic will release a PS2 version of its DiMAX 3D sound system. What's interesting to us is the fact that consumer electronics manufacturers are already signing on to make add-ons for the PS2 • Sony has partnered with Sun to develop the means to connect set-top boxes (read: PS2) to the Internet using i.Link , among other technologies • Sony will begin selling PS2s online in Japan as soon as February. Using the domain name Playstation.com, Sony will offer both hardware and software. It's not clear yet when PlayStation e-commerce will become available in North America • During a recent technology fair in Japan, a Sony Computer Entertainment representative mentioned that a possible PlayStation3 system would have 1,000 times more power than the PS2. We're excited already.

The Rub

Choose Your Own Adventure

THE FACTS: RPG Maker may be coming to the U.S.

THE RUB: This story seems to have more twists and turns than an actual role-playing game. Here's the latest: After being shelved, RPG Maker was once again suggested as a U.S. title by a source close to Agetec. When we later chatted with a spokesman, we were told that it's a good possibility, but it can't be confirmed at this time. Apparently, Agetec is still trying to determine if the U.S. market would support the title, based somewhat on the sales numbers behind Fighter Maker. So here's what we say: Start sending e-mails and letters to Agetec and let them know you want the game. Then we might finally see it here.

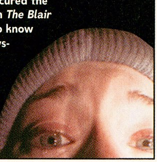
Confused Souls

THE FACTS: Omikron's developer plans to bring the game to the PlayStation2.

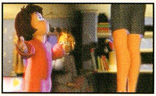
THE RUB: Here's an odd case of he said/she said. First, Eidos canned Omikron: The Nomad Soul for the current PlayStation because the system couldn't handle it. But then Quantic Dream, Omikron's developer, said on its

Blair Witch on the PlayStation?

In a strange bit of licensing, the Gathering of Developers has secured the exclusive rights to produce computer and video games based on *The Blair Witch Project*. While specific plans haven't been divulged, we do know that the Gathering will release games for at least one console system. (It's not a stretch to assume that console will be the PlayStation.) So why the Gathering? "We were looking for a creative partner who could not only make incredible games but take the story beyond a linear environment and further the quest for 'real' horror," said Rob Cowie, producer of *The Blair Witch Project*. The game will use the engine behind Nocturne, a 3D action horror game.



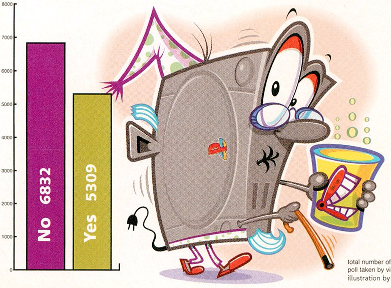
Quote of the Month



"Please keep in mind that the target audience for this game is 7– 10-year-olds, although just about anyone not turned twisted and cynical by years of playing games will have a good time playing it."

–Dan Harnett, director of communications for GT Interactive, doing his darndest to make sure 40 Winks gets a fair shake from reviewers. For our take on the game, turn to page 108.

Do you feel like the PlayStation is starting to show its age?



total number of votes: 12,141
poll taken by videogames.com
illustration by Wayne Vincent

The Rub

Web site that it plans to bring the game to the PS2. A quick call to an Eidos spokesman, though, revealed something different. While the spokesman wouldn't rule out a PS2 port, he noted that "we're seeing how the PC version sells before we make any decision."

Bring Over Baldur

THE FACTS: Interplay plans to release a version of Baldur's Gate for the PlayStation.

THE RUB: While some of us are really excited about playing this hit PC RPG on our PlayStations, we're also a bit apprehensive. Porting a PC role-playing game can be quite difficult, especially if the developer doesn't take care to intelligently alter the interface and complexity of the game without dumbing it down. Still, if Interplay follows the example set by Electronic Arts with their port of Diablo, then we might be in for quite a treat.

10 things we think we think this month

1 Virtual Ocean will be one of the first PlayStation2 titles. Can't they come up with something a little more exciting, like maybe a Paint Drying Simulator?

2 Gauntlet Legends is being ported to the PlayStation2. Apparently Midway wants to make sure there's at least one bad game for the system right out of the gate.

3 T&E Soft is readying a PlayStation2 game called Golf Paradise. In the U.S., the game should be called Palm Springs.

4 The Lara renders get more... "interesting" with each new Tomb Raider game. The new "young Lara" looks like someone beat the crap out of a Keebler elf with a baseball bat.

5 Die Hard Trilogy 2 is the most ridiculous game name we've heard since the likes of Irritating Stick. And does that mean there will be three more Die-Hard movies?

6 Interplay's Klingon Academy has been killed. That day was a good day to die!

7 Fox Interactive will be releasing two Simpsons games for the PlayStation. Hopefully, they faithfully capture the series' decline.

8 Konami and ESPN have announced a partnership for future sports games. Chris Berman always has picked the underdog teams.

9 Sony expects sales from PS and related products to top $1 billion for this holiday season. That's slightly higher than the GNP of most third-world countries.

10 The new Quake 3 demo for the PC is amazing, and the PS2 is the only console machine that could handle it...(Get the hint, Activision?)

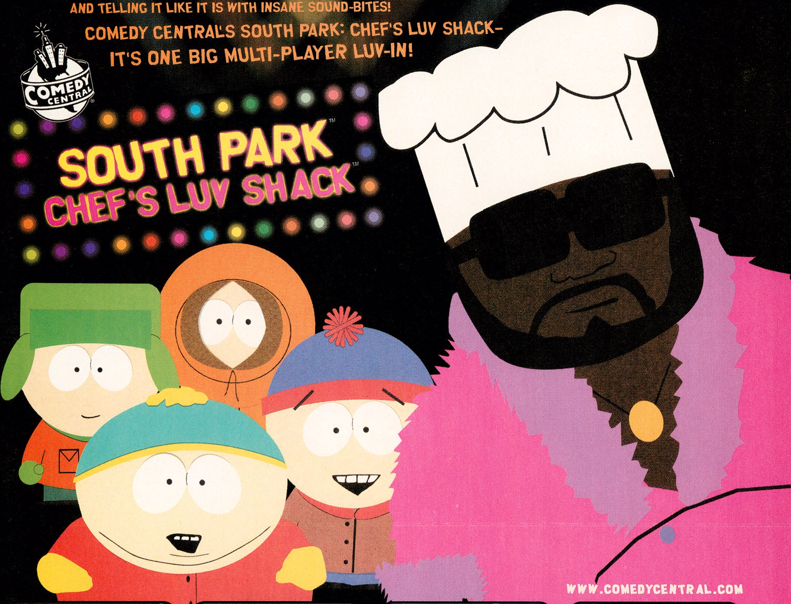
SPREAD THE LUV

ALL YOUR FAVORITE SOUTH PARK CHARACTERS
ARE WAITING FOR YOU AT COMEDY CENTRAL'S SOUTH PARK: CHEF'S LUV SHACK.
SPREADING THE HOT BUTTERED GAME LOVIN' WITH DOZENS OF CRAZY MINI-GAMES!
TESTING YOUR SOUTH PARK KNOWLEDGE WITH OUTRAGEOUS TRIVIA QUESTIONS!
AND TELLING IT LIKE IT IS WITH INSANE SOUND-BITES!

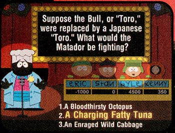
COMEDY CENTRAL'S SOUTH PARK: CHEF'S LUV SHACK–
IT'S ONE BIG MULTI-PLAYER LUV-IN!

COMEDY CENTRAL®

SOUTH PARK™
CHEF'S LUV SHACK™



WWW.COMEDYCENTRAL.COM

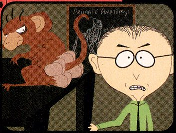


Suppose the Bull, or "Toro," were replaced by a Japanese "Toro." What would the Matador be fighting?

ERIC	STAN	KYLE	KENNY
-1000	0	4500	350

1. A Bloodthirsty Octopus
2. A Charging Fatty Tuna
3. An Enraged Wild Cabbage

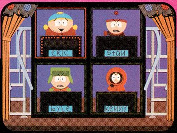
Chef serves up dozens of yummy trivia questions!



A sweet party mix of South Park mini-games!

GET YOURS TODAY!
BEEFCAKE
BEEFCAKE

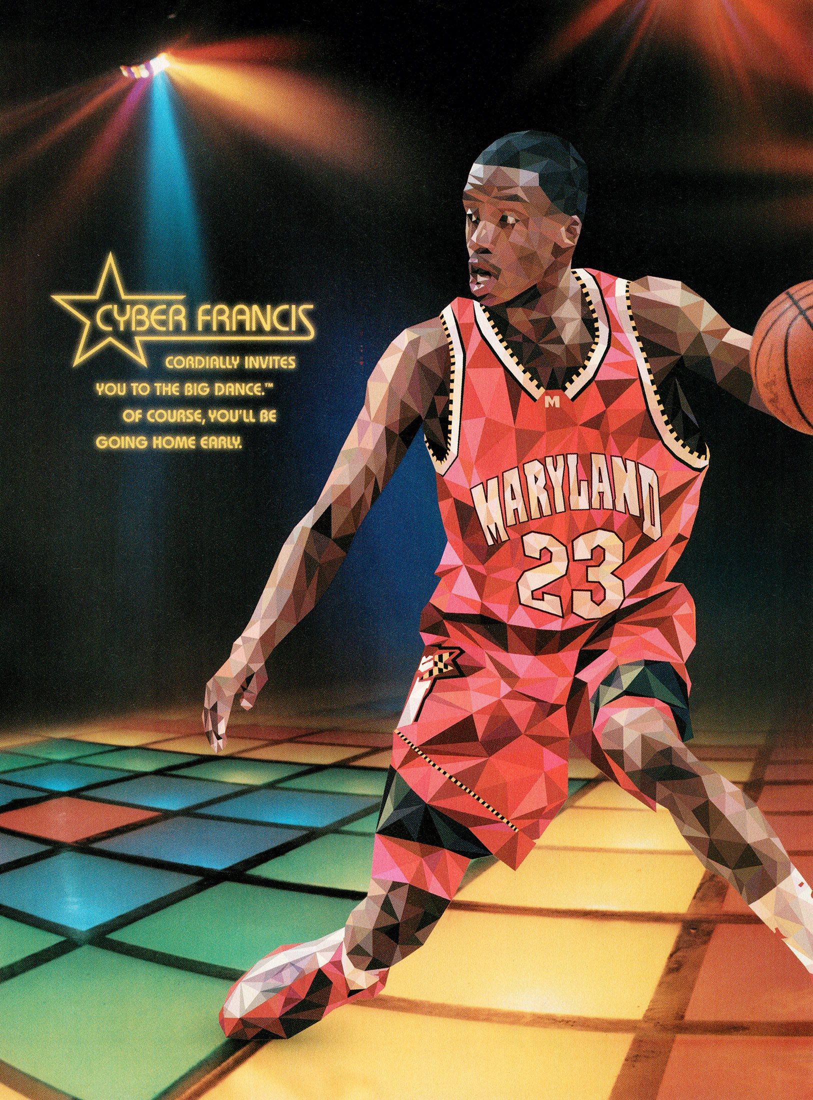
Hundreds of tasty sound-bites!

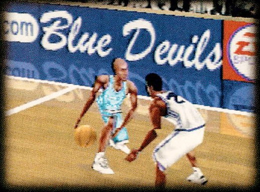


And all the multi-player lovin' you can stand!

PlayStation ®
Sega Dreamcast™
NINTENDO 64
PC CD-ROM
MATURE M CONTENT RATED BY ESRB
SOUTH PARK™
Acclaim®
www.acclaim.com

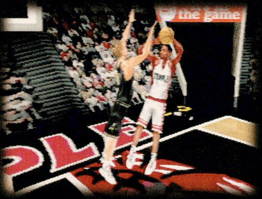
TM & © 1999 Comedy Central. All Rights Reserved. ® & © Acclaim Entertainment, Inc. All Rights Reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Sega, Dreamcast, and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. Nintendo, Nintendo 64 and the "N" logo are trademarks of Nintendo of America Inc. © 1996 Nintendo of America Inc. Licensed by Nintendo. Screen shots shown were taken from the PC version of the game.


CYBER FRANCIS
CORDIALLY INVITES
YOU TO THE BIG DANCE.™
OF COURSE, YOU'LL BE
GOING HOME EARLY.
M
MARYLAND
23



ALL THE MOVES

Spins, stutter steps, ankle-breaking crossovers. With Dynamic Ball Control™, you rule the floor.



ALL THE TEAMS

New IVY, MEAC, SWAC, West Coast and Southern Conference foes to run over on your way to #1.

ALL THE MADNESS

Insane dunks. Crazy fans. Dickie V's Ram-Jam-Slam-Bam commentary. It's pandemonium, Baby.

EA SPORTS

NCAA MARCH MADNESS 2000

WWW.EASPORTS.COM

EVERYONE E CONTENT RATED BY ESRB

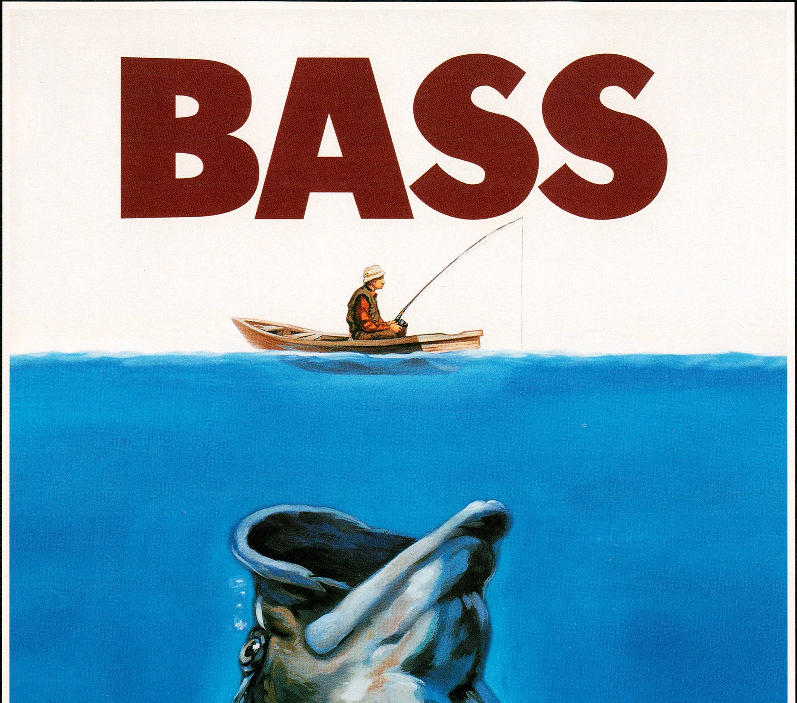
PlayStation

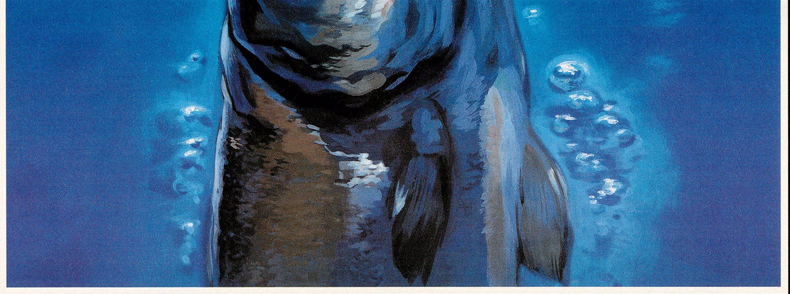
NCAA BASKETBALL

COLLEGIATE LICENSED PRODUCT

©1999 Electronic Arts. EA SPORTS, the EA SPORTS logo and Dynamic Ball Control are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. All rights reserved. EA SPORTS is an Electronic Arts brand™. The "Officially Licensed Collegiate Product" label is the exclusive property of The Collegiate Licensing Company. The "Collegiate Licensed Product" label is the property of the Independent Labeling Group. All names,logos, team icons, and mascots associated with the NCAA, universities, and conferences are the exclusive properties of the respective institutions. NCAA, the NCAA logo, the NCAA Basketball logo are registered trademarks and March Madness and Big Dance are trademarks of the National Collegiate Athletic Association. All other trademarks are property of their respective owners. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.

Just when you thought it was safe to go fishing.





Fisherman's Bait 2® Big Ol' Bass™

Featuring BIG OL' BASS • TROUT • PERCH • THE CATFISH • And MANY MORE

20 DIFFERENT FISHING HOLES • NEW WORLD MONSTERS MODE • DUAL SHOCK™ Analog Controller

Directed by KONAMI • Produced by KONAMI

PlayStation ®

THIS GAME IS FOR EVERYONE
ALL MATERIAL IS SUITABLE FOR TEENAGERS. CONTENT RATED BY ESRB.
EVERYONE E CONTENT RATED BY ESRB

KONAMI ®

Big Ol' Bass is a trademark of Konami Co., Ltd. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Konami ® is a registered trademark of Konami Co., Ltd. © 1999 Konami of America, Inc. All rights reserved.

Top 20

The best-selling U.S. PlayStation titles as reported by the nation's top retailers

1 Driver ●●●●○
Publisher: GT Last Month: 4 Genre: Action Release Date: June 1999
Road rage has never been so satisfying—especially when you know you're secretly working on the right side of the law.

2 Final Fantasy VIII ●●●●●
Publisher: Square EA Last Month: 1 Genre: RPG Release Date: Sept. 1999
Maintaining a position near the top of the charts, FFVIII's dominance once again proves that RPGs have moved beyond the realm of greasy-haired nerds.

3 Tony Hawk's Pro Skater ●●●●◐
Publisher: Activision Last Month: – Genre: Sports Release Date: Sept. 1999
We called it "the best skating game on any system, ever"—and judging by the sales numbers, many of you agree.

4 Madden NFL 2000 ●●●●●
Publisher: EA Last Month: 2 Genre: Sports Release Date: Aug. 1999
Madden gets older every year, but he's nowhere near retirement. And for that, PlayStation football fans certainly are grateful.

5 NASCAR 2000 ●●●●○
Publisher: EA Last Month: – Genre: Racing Release Date: Sept. 1999
Zip around that track, and then do it again. And again. And again. And ag—well, you get the point. Still, it's a whole lot of fun when it's done well.

	Title	Rating	Publisher	Last Month	Release Date
6	**Dino Crisis**	●●●●○	Capcom	13	Sept. 1999
7	**Gran Turismo**	●●●●●	Sony CEA	3	May 1998
8	**Final Fantasy Anthology**	●●●●◐	Square EA	–	Oct. 1999
9	**WCW Mayhem**	●●●◐○	EA	17	Sept. 1999
10	**Spyro the Dragon**	●●●●○	Sony CEA	6	Sept. 1998
11	**Star Wars: Episode I–The Phantom Menace**	●●●○○	LucasArts	9	Sept. 1999
12	**NFL GameDay 2000**	●●●●○	989 Studios	5	Aug. 1999
13	**Crash Bandicoot: Warped**	●●●●●	Sony CEA	8	Nov. 1998
14	**Metal Gear: VR Missions**	●●●●○	Konami	–	Oct. 1999
15	**Final Fantasy VII**	●●●●●	Sony CEA	10	Aug. 1997
16	**NHL 2000**	●●●●○	EA	–	Sept. 1999
17	**NFL Blitz 2000**	●●●●●	Midway	14	Aug. 1999
18	**Championship Motocross**	●●●◐○	THQ	–	Sept. 1999
19	**Frogger**	●●◐○○	Hasbro	19	Oct. 1997
20	**A Bug's Life**	●●○○○	Sony CEA	12	Nov. 1998

namco Presents

Top 10 Most Wanted

As compiled by our attractive, intelligent readers

1. **Gran Turismo 2** You played it first on last month's demo disc. Now read even more about it in this issue.
2. **Medal of Honor** Who knew World War II grenade tossing sessions could be so much fun?
3. **Tomb Raider: Last Revelation** The younger she gets, the more all of you want her. Kinda sick, if you ask us.
4. **Resident Evil 3 Nemesis** Despite having a face that only a mutant mom can love, you still yearn for Nemesis.
5. **Fear Effect** Mix together survival horror, *Blade Runner* and anime, and you've got a potential sleeper hit.
6. **Tomorrow Never Dies** Sure, Bond's new movie is out, but you still want to relive his last adventure.
7. **Final Fantasy VIII** Everyone's been wanting this one for so long, we're surprised it hasn't sold out already.
8. **Dino Crisis** Extinct, my @$$—those dinosaurs are back and ready to rip us to shreds.
9. **Metal Gear: VR Missions** Despite those godawful TV commercials, you can't get enough of Solid Snake.
10. **Gallop Racer** Apparently our readers enjoy playing the ponies. Talk about a dark horse top 10 entry!

John S. Flowers

Our monthly contest winner's top five picks

1. **Dino Crisis** John's in for a world of prehistoric hurtin' in Capcom's prehistoric twist on survival horror.
2. **Legacy of Kain: Soul Reaver** Looks like John's got a thing for the chinless wonder, also known as Raziel.
3. **Omikron** It's no longer coming to the current PlayStation, but it might appear on the PS2.
4. **Resident Evil 3 Nemesis** John's no survival horror slouch when it comes to choosing games!
5. **Fear Effect** Just wait until you get to the infamous "towel scenario"—you won't be disappointed.

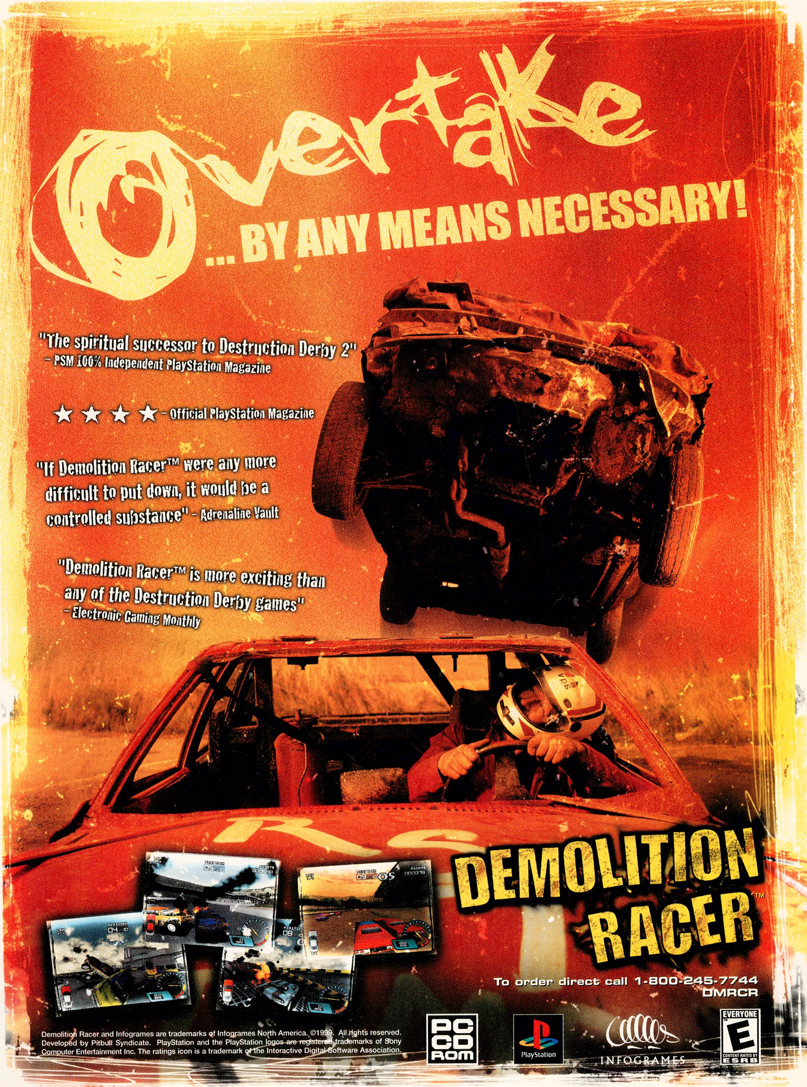
Editors' Top 5

What we've been playing instead of working

1. **NBA Live 2000** With Michael Jordan's return, we can finally determine who's the greatest player of all time
2. **Tomba! 2** Our pink-haired hero returns in full 3D, with enough mini-missions to keep us busy for months.
3. **MTV Music Generator** After turning his cube into a music studio, Joe serenaded us with his creations.
4. **Midway Arcade Party Pak** Playing Smash TV with two analog sticks made us all warm and fuzzy inside.
5. **Shadow Tower** Like staring at a train wreck, we can't stop fiddling with the horrendous two-player mode.

Send your votes for the Readers' 10 Most Wanted games to: *Official PlayStation Magazine* Attn: Readers' 10 Most Wanted, P.O. Box 3338, Oak Brook, IL 60522-3338 or e-mail us at: dan_peluso@zd.com or visit the *OPM* section on www.videogames.com

Source: NPD TRSTS Video Games, October 1999. Call them at (516) 625-2345 for questions about this list. Note: No games for competing console systems (e.g., N64, Sega Saturn, etc.) were included. Overall sales figures may vary. Game descriptions are written by the *OPM* staff.



Overtake ...BY ANY MEANS NECESSARY!

"The spiritual successor to Destruction Derby 2"
– PSM 100% Independent PlayStation Magazine

★ ★ ★ ★ – Official PlayStation Magazine

"If Demolition Racer™ were any more difficult to put down, it would be a controlled substance" – Adrenaline Vault

"Demolition Racer™ is more exciting than any of the Destruction Derby games"
– Electronic Gaming Monthly

DEMOLITION RACER™

To order direct call 1-800-245-7744
DMRCR

Demolition Racer and Infogrames are trademarks of Infogrames North America. ©1999. All rights reserved. Developed by Pitbull Syndicate. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

PC CD ROM

PlayStation

INFOGRAMES

EVERYONE
E
CONTENT RATED BY
ESRB

Coming Soon

Galerians (top left), SaGa Frontier 2 (bottom left) and Chrono Cross (above).

January

All Star Tennis	Ubi Soft	Sports
Armorines Project	Acclaim	Action
Baldur's Gate	Interplay	RPG
Blaster Master: Blasting Again	Sunsoft	Action
CatDog: Saving Mean Bob	Hasbro Interactive	Action
Chocobo's Dungeons 2	Square EA	RPG
Danger Girl	THQ	Action
Detonator Gauntlet	Working Designs	RPG
Die Hard Trilogy 2	Fox	Action
Elmo In Grouch Land	NewKidCo	Misc.
Family Game Pack	The 3DO Company	Misc.
Fear Effect	Eidos	Action
Jeremy McGrath 2000	Acclaim	Racing
Panzer General Assault	Mindscape	Strategy
Road Rash: Jailbreak	Electronic Arts	Racing
Smurfs	Infogrames	Action
Softball	The 3DO Company	Sports
South Park Rally	Acclaim	Racing
Tiger Woods PGA Golf 2000	EA Sports	Sports
Tomba 2: The Evil Swine Return	Sony CEA	Action

February

Eagle One: Harrier Attack	Infogrames	Action
ESPN Basketball Tonight	Konami	Sports
ESPN Major League Soccer	Konami	Sports
Jeff Gordon XS Racing	ASC Games	Racing
Konami Rally	Konami	Racing
The Misadventures of Tron Bonne	Capcom	Action
NBA ShootOut 2000	989 Studios	Sports
Rayman 2: The Great Escape	Ubi Soft	Action
Reel Fishing 2	Crave	Sports
SaGa Frontier 2	Square EA	RPG
Sim Theme Park	Electronic Arts	Strategy
Spec Ops	Take 2 Interactive	Action
Striker Pro 2000	Infogrames	Sports
Team Buddies	Psygnosis	Strategy
Test Drive Cycles	Infogrames	Racing
Test Drive Le Mans	Infogrames	Racing
Urban Chaos	Eidos	Action
Wild Wild West	SouthPeak Interactive	Adventure

Future Releases

Ace Combat 3	Namco	Action
Alien Resurrection	Fox Interactive	Action
Alone in the Dark 4	Infogrames	Adventure
Alundra 2	Activision	RPG
Animorphs	GT Interactive	Action
Arena Football League	Midway	Sports

Future Releases (cont.)

Armored Core: Master of Arena	Agetec	Action
Bass Masters Classic Tournament Edition	THQ	Sports
Brunswick Circuit Pro 2	THQ	Sports
CART Racing	Midway	Racing
Casper	Stealth Learning	Action
Championship Motocross 2	THQ	Racing
Chrono Cross	Square EA	RPG
Colony Wars: Red Sun	Psygnosis	Action
Daikatana	Eidos	Action
Darkstone	Take 2 Interactive	RPG
Dragon Valor	Namco	RPG
Driver 2	GT Interactive	Action
Duke Nukem: Time to Kill 2	GT Interactive	Action
Evil Dead: Ashes 2 Ashes	THQ	Adventure
Expendable	Infogrames	Action
Galerians	Crave	Action
Gauntlet Legends	Midway	Action
Hot Shots Golf 2	Sony CEA	Sports
Hot Wheels Stunt Track	Mattel	Racing
Hydro Thunder	Midway	Racing
Iron Soldier 3	Vatical	Shooter
Jackie Chan's Stuntmaster	Midway	Action
JoJo's Venture	Capcom	Fighting
KISS: Psycho Circus	Rockstar Games	Action
The Land Before Time	Stealth Learning	Action
Lunar: Eternal Blue	Working Designs	RPG
MediEvil 2	Sony CEA	Adventure
Messiah	Interplay	Action
Mortal Kombat Special Forces	Midway	Action
Nightmare Creatures 2	Activision	Adventure
Paper Boy	Midway	Action
Planet of the Apes	Fox Interactive	Action
Polaris SnoCrossing	Vatical	Racing
Railroad Tycoon 2	Rockstar Games	Strategy
Rogue Trip 2	GT Interactive	Action
RollCage: Stage Two	Psygnosis	Racing
Saboteur	Eidos	Action
Spider-Man	Activision	Action
Syphon Filter 2	989 Studios	Adventure
Tenchu 2	Activision	Adventure
Test Drive Rally	Infogrames	Racing
Tricks 'N Treasures	Psygnosis	Puzzle
Ultimate Fighting Championship	Crave	Action
Unreal	GT Interactive	Action
Vagrant Story	SquareEA	RPG
Wild Arms 2: Second Ignition	SCEA	RPG
Winnie the Pooh	NewKidCo	Action
X-Men	Activision	Fighting

All release dates are tentative and subject to change. More information on all future releases will be given as it becomes available.

SKIDMARKS.
THEY'RE NOT
JUST FOR
UNDERWEAR
ANYMORE.

PlayStation

www.playstation.com

CTR (Crash Team Racing) Game ©1999 Sony Computer Entertainment America Inc. Developed by Naughty Dog, Inc. CTR and Crash Team Racing and related characters TM & © 1999 Universal Interactive Studios, Inc. All rights reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.

NAUGHTY DOG

EVERYONE
E
CONTENT RATED BY
ESRB

It's not driving. It's a motorized beatdown. Dust your fellow drivers on 25 different tracks. Survive the hairpin turns and score a TURBO boost. Unless you get 86'ed by a TNT crate. Plug in the Multi Tap adaptor and up to four players can reduce each other to roadkill. With over 12 playable characters in all. Buckle up.

CTR
CRASH TEAM RACING

Once he gets behind the wheel, things get ugly.

PlayStation
www.playstation.com

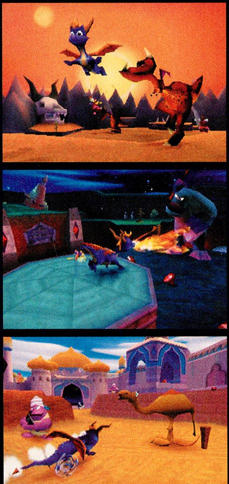
Spyro's back

INSOMNIAC GAMES

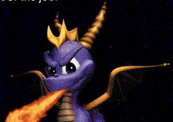
UNIVERSAL

UNIVERSAL INTERACTIVE STUDIOS

Spyro 2 Ripto's Rage!



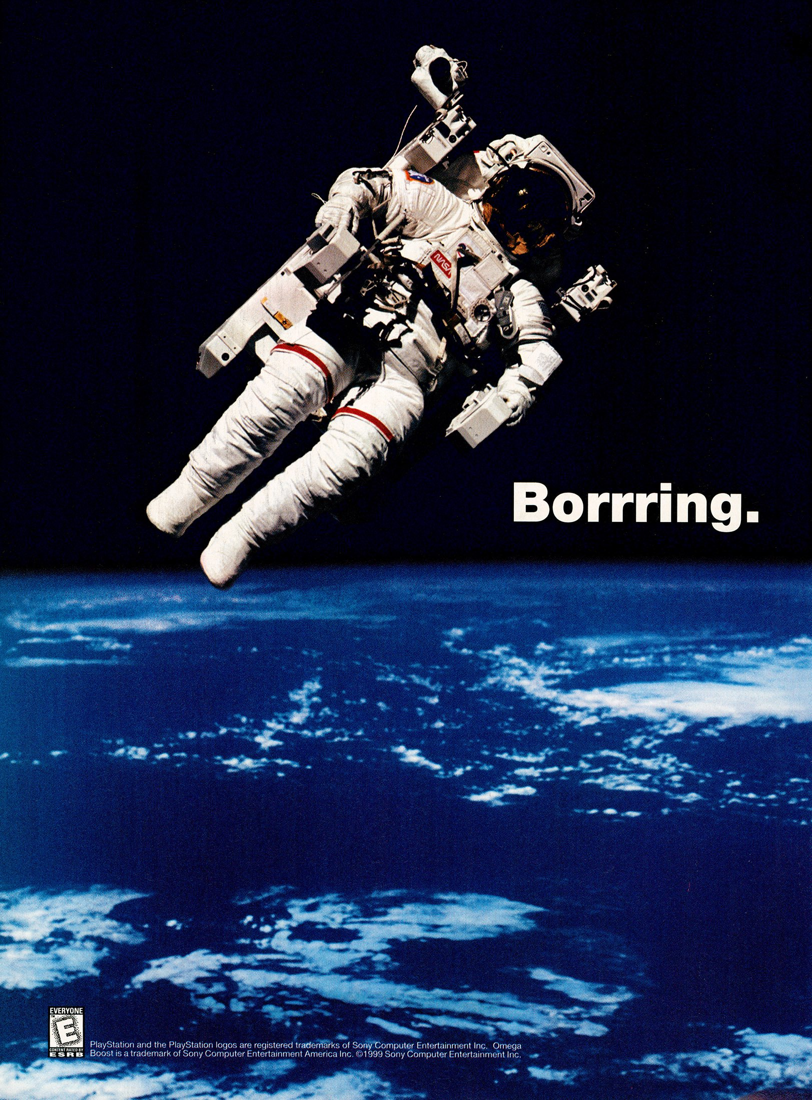
He toasts his enemies one by one. And this time, he's not taking any prisoners. Spyro is on a rampage in the air, land and sea. This is one fire-breathing dragon ready to take on the world. Spyro 2: Ripto's Rage! It's fast. It's fierce. It's where second-degree burns are just part of the job.



Mess with him and you'll get burned.

EVERYONE E CONTENT RATED BY ESRB

Spyro 2: Ripto's Rage!™ & © 1999 Universal Interactive Studios, Inc. All rights reserved. Developed by Insomniac Games, Inc. All rights reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.



EVERYONE
E
CONTENT RATED BY
ESRB

PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Omega Boost is a trademark of Sony Computer Entertainment America Inc. ©1999 Sony Computer Entertainment Inc.

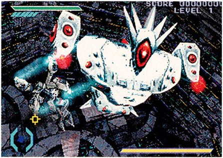
PlayStation®

www.playstation.com

Introducing Omega Boost.™ Why go to all the trouble of being weightless if you can't blow up a bunch of space crap?

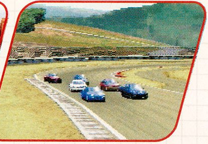
OMEGA BOOST™

While the engineers at NASA might have been shortsighted, ours were not. They've put together a gravity-defying, medulla-blowing shooting game with a full 360 degrees of free-range motion. Translation: Now you have the ability, and the sophisticated weaponry, to annihilate alien warships with frightening speed and accuracy. All of which beats the hell out of adjusting some wing nut on the MIR Space Station. **Omega Boost, from the creators of Gran Turismo.™**



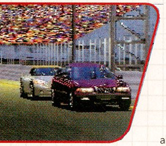
SCORE 00022800
LEVEL 3

5th
Record
Best Lap
2nd
50m
1st
Firestone
TEXACO
Firestone
3rd
Castrol
6th
MAGNETI MARELLI
BP
LOTUS
CITROEN

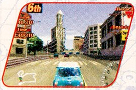


Record
Best L
2:20.9
180.3k

4th
Time
35.578
Time
0:35.578
Record
Best L



GT2 GRAN TURISMO™



A name synonymous with racing quality. A game realistic enough to be mistaken for the real thing. 600 or so tons of speeding metal. All on one disc. GT2 has arrived.

Admit it. You'd like to get crazy with your car. Oh, you can say what you like about safety and responsibility, but come on. Given the opportunity to do so without fear of nasty life-threatening consequences, you'd love to go out and test the limits of the ol' jalopy.

Of course, such an action would be foolish unless you live near the Autobahn and carry a hefty life-insurance policy to console your grieving descendants. So allow us to present the next best thing: Gran Turismo 2.

When the original Gran Turismo was released, it earned nearly universal praise for its depth of simulation. Every one of the 166 licensed cars looked, sounded and drove like its real-world counterpart, setting a standard of realism that most racing titles since have tried—and usually failed—to live up to.

Now the question is, how do you top the most respected racing game ever?

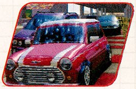
How about more than *tripling* the amount of cars available? Yep, you read right: GT2 is expected to feature more than three times as many cars as the original, an almost incomprehensible 594 vehicles as of the most recent update. (This number, it should be noted, refers to the Japanese release. At press time, all 594 were still expected to make it here, but due to licensing issues it is possible that a few may have dropped out from the final lineup before the U.S. release. Check out the complete list on page 50.) And how about throwing in a much larger selection of American and European cars to lure even more domestic interest? Believe it or not (considering the original was the best-selling PlayStation title of 1998), the first GT was made with primarily the Japanese market in mind. So this time, classics like the '82 Corvette Stingray or the '71 Dodge Charger augment the mainly Japanese selection of vehicles.

And how about tossing in 18 new tracks, almost tripling the amount of courses? And while you're at it, throw in some courses based on real-world locations, like several set in downtown Seattle and one painstaking re-creation of California's infamous Laguna Seca Raceway.

Oh, and as long as you're adding courses, how about putting in some off-road rally-style tracks and the appropriate cars to go with them? That's right, you can now take your favorite car into the wilderness for the ultimate challenge. And believe us, if you thought the first GT was challenging, you ain't seen nothin' 'til you've tried out the lower-friction version! You'll need to learn to drive all over again if you want to do more than spin around in circles kicking up dust.

And why not add some even more recognizable musical talent to the soundtrack, including known songs from the likes of Beck, Soul Coughing, the Cardigans or Stone Temple Pilots? Now polish up the graphics so the game runs even more smoothly than the original, tweak the physics so the cars behave even more realistically, pick some new dynamic camera angles for the already gorgeous replay mode...

Get the feeling GT2 is going to be a significant improvement

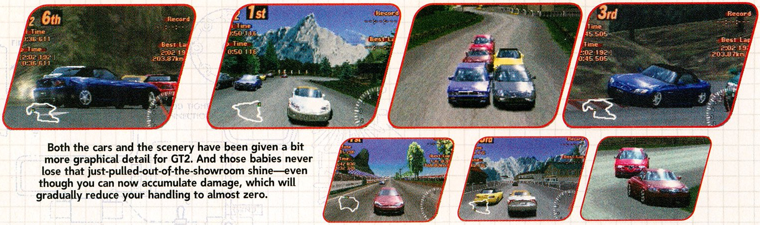


96mm bore, 41mm stroke contains turb
overhead camshaft

0744 52 2804

11 35652 34612 99

compression ratio of the 3.5-liter V-12 is 12.9:1



Both the cars and the scenery have been given a bit more graphical detail for GT2. And those babies never lose that just-pulled-out-of-the-showroom shine—even though you can now accumulate damage, which will gradually reduce your handling to almost zero.

over the original? We do, too. It's actually a bit ironic, considering how the original was said to push the system near its practical limits. Of course, adding a small town's worth of new vehicles doesn't really tax the processor, only the storage space. But there have been some noticeable adjustments made to the physics engine, which is another story.

In a recent interview with our sister magazine *Electronic Gaming Monthly*, Kazunori Yamauchi, president of developer Polyphony Digital, went into detail about the painstaking process of re-creating real-world car physics in a video game. When distilled down from the specialized talk, the bottom line is that the physics engine relies on a complicated series of mathematical formulas based on real statistics supplied by each of the different car manufacturers. Yamauchi offered one example: "If we have the car weight, a value for the weight balance between the front and the back half of the car, tread width of the front and back tires, the length of the wheel base and overhang, and the characteristics of the tires' ground contact, we are able to reproduce the uniqueness of the handling for each car."

All it takes is one glimpse of the cars in GT2 leaning around a turn to illustrate the effectiveness of this painstaking process; even in the preview versions it was clear that the physics have been improved. You'll now see cars reacting far more realistically to extreme turns, for example, often going so far as to rock all the way up onto two wheels. This makes for some particularly spectacular replays, especially now that the replay mode has been enhanced with more dynamic camera positioning and movement.

Of course, Polyphony has revved up the challenge a bit, as well. The game is set to include around 60 different license tests, as compared to the 24 in the original. Though many U.S. players complained about the difficulty of the license tests, Yamauchi stated that he had gotten a great deal of positive feedback about the system. (We suspect that this is possibly due to the difference in playing styles between the different markets.) But if you were one of the many who were frustrated by the licensing process in the original, never fear: GT2 will allow you to import license data from the original game, granting you an equivalent license for the sequel, allowing access to all the appropriate tracks. Hope you still have your memory card.

Several other new additions and adjustments are expected, as well. For one thing, Yamauchi has confessed that he wasn't entirely happy with the driver AI in the previous game; expect more realistic competition in GT2, with the computer-controlled cars behaving more aggressively. For another, Namco's introduction of the JogCon has led Polyphony to plan support for the as-yet underused controller, as well as for the slightly more popular NeGcon. And the Japanese version should have PocketStation support, as well—a special treat for all you intrepid import fans.

The bottom line is this: Gran Turismo 2 is turning out to be far more than just more of the same. While the future of the series may lie in mainly updating the car and track selection (after making the graphical jump to PlayStation2, that is), at this point, at least, the game will boast a significant number of new features and careful refinements.

So it appears that, true to form, the makers of Gran Turismo have once again raised the standard by which racing games are judged. All that's left is for the rest of the video racing world to follow suit. And with GT2 serving as a template for racing titles as we move to the PlayStation2, there are sure to be a host of astonishing developments in the months ahead. We can't wait to see what's next.

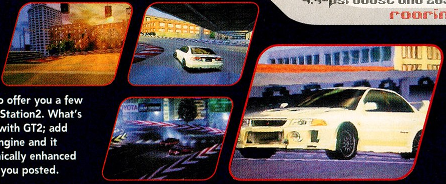
0836 06 3084 71621514 7037393 99

3.5-liter V-12, 88.0-mm bore, 47.9-mm stroke

4.9-psi boost and 2650-

rooring

GT 2000



Considering the subject matter, we thought it appropriate to offer you a few more tantalizing glimpses of Gran Turismo 2000 for the PlayStation2. What's interesting is that GT2K appears to share at least one track with GT2; add that to Polyphony's apparent satisfaction with the physics engine and it makes you wonder if GT2K might end up as more of a graphically enhanced update than an entirely new game. We'll make sure to keep you posted.

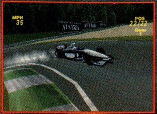
ALL THE
TEAMS

ALL THE
DRIVERS

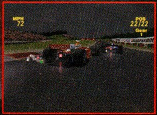
ALL THE
TRACKS

THE OFFICIAL
1999 F1 SEASON

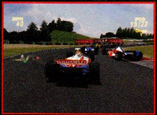
FORMULA-ONE 99


MPH 35
POS 22/22
Gear 1

All 16 of the 1999 Grand Prix circuits including the new Sepang-F1-Circuit in Kuala Lumpur, Malaysia


MPH 72
POS 22/22
Gear 1

Ultra-realistic weather will influence players' choice of tire compounds and pit strategies


MPH 40
POS 19/22

Brand new racing engine eliminates pop-up and glitches even on long straights, without affecting frame-rate

PlayStation ®

FIA ® FORMULA 1 WORLD CHAMPIONSHIP

US Version

FORMULA-ONE 99
PlayStation

FORMULA-ONE 99
PlayStation

Canadian Version

studio 33

PSYGNOSIS

©1999 Psygnosis Ltd. Developed by Studio 33 Ltd. Psygnosis and the Psygnosis logo are TM or ® and © 1990-9 Psygnosis, Ltd. An official product of the FIA Formula One World Championship. Licensed by Formula One Administraion Limited. All rights reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

0836 06 3084 71 62151 4 7037393 99 225/40ZR-18 up front, 265/40ZR-18 at the rear

8726385296374142753869148741852963685372491423756189629184375159269514872638529637- 68537249

600 cars?!

Well, almost: There are an unbelievable 594 cars planned for GT2. Here's the first list you'll see in any magazine with the U.S.-specific models. (Remember, though, that it's possible some models may drop between our press time and GT2's release.)

39Shorsepower
0-60mph in 4.1 seconds
346 88 954

Alfa Romeo
145 2.0 Cloverleaf '98
155 2.0 TS 16v '98
155 Touring Car '95
156 2.0 TS 16v '98
156 2.5 V6 24v '98
166 2.0 TS 16v '98
166 2.5 V6 24v '98
166 3.0 V6 24v '98
GTV 2.0 TS 16v '98
GTV 3.0 V6 24v '98
Spider 2.0 Ts '98

Aston Martin
DB6
DB7 Coupe
DB7 Volante
V8 Vantage

Audi
A4 2.8 Quattro
A4 Touring Car
S3
S4
TT

BMW
320ci
323ci Coupe
323ti Compact
328ci Coupe
328i Sedan
528i Sedan
740i
840ci Coupe

CHEVROLET
CORVETTE
Coupe

Chevrolet
Camaro SS '97
Camaro Z28 '69
Camaro Z28 Coupe '97
Camaro Z28 30th Anniversary '96
Corvette 427 Stingray '69
Corvette Coupe '96
Corvette Grand Sport '96
Corvette Stingray '67, '82
Corvette ZR-1 '95

Chrysler
Phaeton
Viper GTS-R Team Oreca '99

Citroën
Saxo 1.6i VTS
Saxo F2 Kit Car
Xantia 3.0i V6 Exclusive
Xsara 1.8i 16v Exclusive

Daihatsu
Midget D-Type
Mira TR (4wd) '90, '98
Mira TX (4wd) '90
Move Aerodown Custom '98
Move CX '95
Move SR-XX (2wd) '97
Move SR-XX (4wd) '97, '98
Opti Aerodown Beex (4wd) J '98
Opti Club Sport (2wd) '97
Opti Club Sport (4wd) '97
Storia CX (2wd) '98
Storia CX (4wd) '98
Storia X4 '98
Terios Kid Aerodown '98

Dodge
Avenger ES
Challenger
Charger 71
Concept Car
Intrepid ES
Neon ACR
Neon R/T
STP Taisan Viper JGTC '99
Stratus ES
Viper GTS
Viper GTS-R
Viper GTS-R LM '98
Viper RT/10

Fiat
500 Sporting '98
500R '75
600 (Seicento)
Barchetta
Coupe 2.0 20v Turbo
Punto GT

Ford
Cougar 2.5i 24v
Escort Rally Car
Escort RS200 Rally Car
Focus Ghia 2.0 '98
Focus Rally Car '99
GT40 Normal Model
GT40 LM Gulf Color '67
GT90
Ka
Mondeo Ghia X
Mondeo Touring Car
Mustang GT '98, '99
Mustang SVT Cobra '98, '99
Mustang GT Race Car '99
Puma 1.7i DOHC
Taurus SHO '99
Zetec 1.8

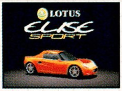
HKS
HKS Drag 180sx
HKS R33 Drag GT-R

Honda
Accord SiR '96
Accord SiR-T '97, '98
Accord Touring Wagon SiR '96
Accord Type-R
Accord Wagon 2300 VTL 4wd '97
Accord Wagon Sir '98
Beat '91
Beat Ver F '92
Beat Ver Z '94
Castrol Mugen NSX JGTC '99
Civic Hatchback Si '98
Civic Hatchback Si-Ii '96
Civic Hatchback SiR '93
Civic Sedan '98
Civic Sedan SiR-Ii '93, '95
Civic Type R (Ek) '97, '98
del Sol VXI '93
del Sol SiR '93, '95
del Sol VGI '95
CR-X SiR '91
Integra SiR-G '95, '98
Integra Type R '95
Integra Type R Spec '98
Life T Type '97, '98
Logo TS '98
Mobil 1 NSX JGTC '99
NSX '90, '92, '97
NSX-R GT2 LM '95
NSX Type R '92
NSX Type S '97
NSX Type S Zero '97
Prelude Si '91
Prelude Si VTEC '91
Prelude SiR '96
Prelude SiR '98
Prelude SiR S Spec '98
Prelude Type-S '96
Raybryg NSX JGTC '99
S2000 '99
Takata NSX JGTC '99
Z Turbo '98

Jaguar
XJ Sport 3.2
XJ220 (GT Race Car)
XJR Vehicle
XJR15 (Race Car)
XK8 Coupe
XKR Coupe

Lancia
Delta HF Integrale
Delta HF Integrale Evoluzione
Delta HF Integrale Rally Car
Delta HF Integrale Collezione
Delta S4 '85
Stratos
Y 1.2 16v

Lister
Storm GT
Storm V12



Lotus
Elan S2 '64, '90
Elan S4 Sprint '71
Elise
Elise 111s
Elise 135
Elise 190
Elise GT1
Elise Motor Sport
Esprit GT1
Esprit Sport 350
Esprit V8 SE
Esprit V8 GT
Europa

Mazda
323 '92
323 Protegé '92
AZ-1 '91
Demio GL '97
Demio GL-X '97, '99
Demio GL-X Special '98
Demio LX G Package '97
Eunos Cosmo 13B Type-S CCS '94
Eunos Cosmo 20B Type-E CCS '94
Familia Interplay 4-door Sedan '89
Familia S-Wagon Sport 20 '99
FC Savanna RX-7 Cabriolet (FC) '90
Lantis Coupe 2000 Type-R '93
Miata 1.6 S Package '98
Miata 1.8 RS '98
Miata 1.8 VS '98
Miata Roadster '89, '93
Miata Roadster V-Special '90, '93
Miata Roadster R-Special '92, '93
Re Amemiya Matsumoto-Kiyoshi RX7 JGTC '99
RX-7 Enfini III (FC) '90
RX-7 GT-T (SA22C) '83
RX-7 GT-X (FC) '90
RX-7 RS-R '97
RX-7 Type R '98
RX-7 Type RB '97, '98
RX-7 Type RS '97, '98
RX-7 Type RZ '97
RX-7 Touring X (FD) '96
RX-7 Type R (FD) '91
RX-7 Type RB (FD) '96
RX-7 Type RZ (FD) '96

Mazda Speed
AZ-1 A-Spec '91
Demio A-Spec '97
FD Enfini RX-7 A-Spec' 96
Roadster A Spec (NB8C)
Roadster B Spec (NA8C)
Roadster C Spec (NA8C)
RX-7 GT-C '99

Mercedes-Benz
A160 Avantgarde
AMG C43
AMG E55
CLK 200 Sport
CLK 320 Sport
SLK 230 Kompressor

Mercury
Cougar '99
Cougar XR-7 '67

MG
MGF 1.8i VVC

Mine's
Skyline (R32.5) GT-R
Skyline (R33) GT-R
Skyline (R34) GT-R
Lancer Evolution V

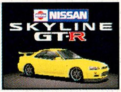
MINI
COOPER 1.3i

Mini
1.3
Cooper 1.3i
Cooper 1275s MK1
Monte Carlo

Mitsubishi
3000GT '92
3000GT MR '95
3000GT SR '95, '97, '99
3000GT TT '92, '95, '97, '99
3000GT TT MR '99
Eclipse GS '97
FTO GP Version R '97
FTO GPX '94, '97
FTO GR '94, '97
Galant GTZ-V6 '98
Galant Super VR-4 '98
Galant VR-4 '96, '98
Galant VR-G Touring '96
Lancer Evolution '94
Lancer Evolution III GSR '95
Lancer Evolution IV GSR '96
Lancer Evolution V GSR '98
Lancer Evolution V Rally Car '98
Lancer Evolution V RS '98
Lancer Evolution VI GSR '99
Lancer Evolution VI RS '99
Legnum ST '97, '98
Legnum Super VR4 '98
Legnum VR-4 Type-S '97, '98
Minica Dangan ZZ '90
Minica PJ '98
Mirage Asti RX '96
Mirage Cyborg R '92
Mirage Asti RX-R '98
Mirage Asti RZ '97
Mirage Cyborg-ZR '97
Pajero Mini Sport '98
Pajero Mini VR-II '97
Teivon Torampio FTO JGTC '99

Mugen
Accord SiR-T
Accord Wagon
Beat
Castrol Mugen Accord
Castrol Mugen NSX
Civic Type-R
Civic Ferio
CR-X Del Sol
CR-X Pro 2
Integra Type-R
Prelude Type-S
S2000

Nismo
270R
400R Preceeding Model
GT-R Autech Version Tuned By Nismo
Stagea 260RS Tuned By Nismo



Nissan
240SX '95, '96, '98
240SX Fastback '96
240SX Fastback Type X '95, '96
300ZX 2by2 '94
300ZX 2by2 TT '94
300ZX 2-seat '94, 98
300ZX 2-seat TT '94, '98
300ZX 2by2 '98
300ZX 2by2 TT '98
300ZX-GTS JGTC '97
Arta Zexel Skyline JGTC '99
Calsonic Skyline JGTC '99
Cube X '98
Daisin Silvia JGTC '99
Datsun 240Z '71
Infinity G20 '90, '95
Kure R33 JGTC '97
March G# '97
March Super Turbo '89
Nismo 400R
Nismo GT-R LM (Normal R33)
Nismo GT-R LM (Race R33)
Nismo GT-R LM (Race R34)
Pennzoil Nismo GT-R JGTC '99
Primera 2.0TE-V '98
Primera Wagon 2.0G-V '98
Prince Skyline 280 Type MR
Pulsar GTI-R '91
Pulsar Series VZ-R '97
Pulsar Series VZ-RE1 '97
R390 GT1 Road Car '97, '98
R390 GT1 Race Car '97, '98
Sil Eighty
Silvia K's (S14) '95, '96
Silvia K's 1800cc (S13) '88
Silvia K's 2000cc (S13) '91
Silvia Q's (S14) '95, '96
Silvia Q's 1800cc (S13) '88
Silvia Q's 2000cc (S13) '91
Silvia Spec R (S15) '99
Silvia Spec R Aero (S15) '99
Silvia Spec S (S15) '99
Silvia Spec S Aero (S15) '99
Skyline 25GT Turbo (R34) '98
Skyline GT-R (Kpgc10) '71
Skyline GT-R (R32) '89, '91
Skyline GT-R (R33) '95, '97
Skyline GT-R (R34) '99
Skyline GT-R Autech 40th Anniversary (4-door) (R33) '97
Skyline GT-R Nismo (R32) '90
Skyline GT-R Vspec (R32) '93
Skyline GT-R Vspec (R33) '95, '97
Skyline GT-R Vspec (R34) '99
Skyline GT-R Vspec II (R32) '94
Skyline GTS4 (R32) '91
Skyline GTS25 Type S (R32) '91
Skyline GTS25T Type M (R33) '96
Skyline GTS-R (R31) '87
Skyline GTS-T Type M (R32) '91
Skyline RS-X Turbo Intercooler (DR30) '84
Stagea RS Four V '97
Stagea Autech Version 260RS '97
Stagea 25T RS Four V '98
Stagea Autech Version 260RS '98
Sunny VZ-R '98
Unisia Jecs Skyline JGTC '99
Zanavi Arta Silvia JGTC '99
Zexel Skyline JGTC '97

Opel
Astra Rally Car
Astra SRI 2.0i 16v
Calibra Touring Car
Corsa Sport 1.6i 16v
Tigra 1.6i
Tigra Ice Race Car '98
Vectra GSI 2.5 V6
Vectra Touring Car

Peugeot
106 1.6 Rally
106 1.6 S16
206 GTI
206 Rally Car
306 GTI-6 2.0 (S16)
306 Rally Car
406 3.0 V6 Coupe
406 Sedan
406 Touring Car

Plymouth
Cuda '70
GTX '67
Muscle Car '71
PT Spyder
Superbird '70

Renault
Clio II 16v
Clio Sport V6 24v
Espace F1
Laguna Touring Car
Laguna V6
Megane 2.0 16v Coupe
Megane Rally Car '98

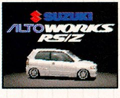
RUF
BTR2
BTR 964
CTR
CTR Racing
Turbo R
Yellowbird

Saleen
SR Widebody '99

Shelby
Cobra 427 '67
Cobra Coupe '65
GT350 '66
GT500KR '68
Series 1

Spoon
Civic Type-R
Integra Type-R
S2000

Subaru
360 Young SS '69
Alcyone SVX Version L '95
Alcyone SVX S4 '95
Cusco
Forester S/TB '97
Impreza 22B Sti Ver. '98
Impreza JGTC '99
Impreza Rally Car '99
Impreza WRX '97, '98
Impreza WRX Sedan '94, '96
Impreza WRX Sti Ver. II Sedan '95
Impreza WRX Sti Ver. II Wagon '95
Impreza WRX Sti Ver. III Sedan '96
Impreza WRX Sti Ver. III Wagon '96
Impreza WRX Sti Ver. IV '97
Impreza WRX Sti Ver. IV Wagon '97
Impreza WRX Sti Ver. V '98
Impreza WRX Sti Ver. V Wagon '98
Impreza WRX Sti Ver. VI Wagon '99
Impreza WRX Type R Sti Ver. III '96
Impreza WRX Type R Sti Ver. IV '97
Impreza WRX Type R Sti Ver. V '98
Impreza WRX Type R Sti Ver. VI '99
Impreza WRX Type RA S Ver. VI '99
Impreza WRX Wagon '94, '96-'98,
Legacy B4 RSK '98
Legacy Touring Sedan RS '96
Legacy Touring Sport RS '93
Legacy Touring Wagon GT '93
Legacy Touring Wagon GTB '96, '98
Legacy Touring Wagon GTB Limited '97
Pleo RM '98
Pleo RS '98
Vivio RX-R '97
Vivio RX-RA '97

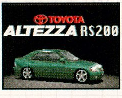


Suzuki
Alto Works RS/X '90
Alto Works RS/Z '97, '98
Cappuccino '95
Cultus Pikes Peak Version
Grand Vitara
Kei S '98
Selvo Mode SR-Four '90
Sports Limited '97
Wagon R Column FT '97
Wagon R Aero RS '97
Wagon R RR '98
Wagon R Turbo RT/S '95

Tommy Kaira
M13 Stage J (Tuned March)
M30 (Tuned R31 Skyline)
M30 (Tuned R32 Skyline)
R (Tuned R33 Skyline)
R (Tuned R34 Skyline)
ZZ
ZZ-S Coupe

Tom's
Angel T01
Supra (JZA80 Based)
T020 (MR2 Based)
T111 (AE111 Levin Based)

Toyota
2000GT (Early '67 Period Type) '67
Altezza 280T (Tuned By Tom's)
Altezza AS200 '98
Altezza RS200 '98
Aristo 3.0V '91
Aristo V300 '97
BP Apex Kraft Torueno JGTC '99
Caldina GT-T '97
Castrol Supra GT
Castrol Tom's Supra JGTC '99
Cdma One Cerumo Supra JGTC '99
Celica '83, '95, '97, '99
Celica Elegant Sports Version '99
Celica GT-4 (ST165) '88
Celica GT-4 (ST185) '91
Celica GT-4 (ST205) '95
Celica GT-4 RC (ST185) '91
Celica GT-R (ST185) '91
Celica Mechanical Sports Version '99
Chaser Tourer S '96
Chaser Tourer V '96
Corolla Levin BZG (AE111) '96
Corolla Levin BZR (A111) '98
Corolla Levin GT-Apex (AE86 Type) '85
Corolla Rally Car '97
Corolla Rally Car '98
Corona Exiv 200GT '96
Denso Sard Supra JGTC '99
Echo '99
GT-One Race Car (TS020) '99
GT-One Road Car '98, '99



Lexus GS300
Lexus GS400
Lexus LS200
Lexus SC400
Mark II Tourer S '92
Mark II Tourer V '92
Momo Corse E Apex MR2 JGTC '99
MR Spider '96
MR2 1600G-Limited Supercharger (AW11) '86
MR2 G-Limited '96, '98
MR2 GT-S '96, '98
MR-S GS Edition H '99
MR-S Tokyo Motor Show Version '97
Prius '97
Soarer 2.5GT-T '95
Soarer 2.5GT-T VVT-I '96
Soarer 3.0GT '96
Sprinter Trueno BZG (AE111) '96
Sprinter Trueno BZR (A111) '98
Sprinter Trueno GT-Apex (AE86 Type) '85
Starlet 3-door Turbo S (EP71) '87
Starlet 3-door Turbo S (KP61) '82
Starlet Glanza V '96, '98
Supra '93
Supra RZ '95, '96, '97
Supra SZ-R '95, '96, '97
Supra Twin Turbo-R (JZA70) '91
Weds Sport Celica JGTC '99
XYR Detroit Motor Show Version '99

TRD
2000GT (MR2-Based)
3000 GT
Chaser TRD Sport X30

TVR
Cerbera 4.2
Cerbera 4.5
Cerbera Speed 6
Chimera 4.2
Chimera 4.5
Chimera 5.0
Griffith 500
Griffith Blackpool B340
Speed 12
Tuscan Speed 6

Vauxhall
Astra Rally Car
Astra Sri 2.0i 16v
Calibra Touring Car 95
Corsa Sport 1.6i 16v
Tigra 1.6i
Tigra Ice Race Car 98
Vectra GSi 2.5 V6
Vectra Touring Car

Vector
M12
Weigert Vector W8 Twin Turbo

Venturi
Atlantique 300 Bi-Turbo
Atlantique 400GT
Atlantique 600 LM 95

Volkswagen
Beetle 2.0 (New Model)
Golf
Golf IV GTI
Golf IV GTI 1.8t
Golf IV V6
Lupo 1.4
Polo 1.4 16v

INTELLIGENT GANG WARFARE

- Earn Respect
- Get Work
- Fight in a Gang
- Betray your Bosses
- Join your Enemies
- Start Turf Wars

Faster Cars. Busier Streets.

Nastier Bad Guys.

More Aggressive Police

And now, the FBI and the Army are getting involved.

GRAND THEFT AUTO IS BACK

GTA2

RESPECT IS EVERYTHING.

GET THE DEMO AT:

WWW.GTA2.COM

PlayStation

MATURE

M

CONTENT RATED BY ESRB

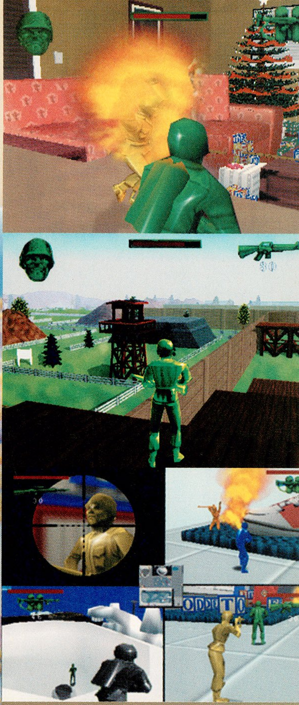
DMA Design Ltd.

PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. DMA and the DMA logo are trademarks of DMA Design Ltd. Rockstar Games and the Rockstar logo are trademarks of Take-Two Interactive Software, Inc. © 1999 All rights reserved.

NINTENDO64
PlayStation
TEEN
T
CONTENT RATED BY ESRB

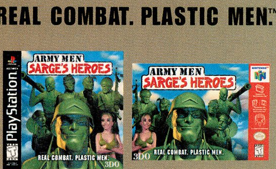
© 1999 The 3DO Company. All Rights Reserved. 3DO, Army Men, Sarge's Heroes, Real Combat. Plastic Men., and their respective logos, are trademarks and/or service marks of The 3DO Company in the U.S. and other countries. Nintendo, Nintendo 64 and the "N" logo are registered trademarks of Nintendo of America Inc. © 1996 Nintendo of America Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. All other trademarks belong to their respective owners.

"START YOUR DAY FORTIFIED WITH
AIR TROOPS, GROUND TROOPS,
AND 8 ESSENTIAL VITAMINS."
~SARGE



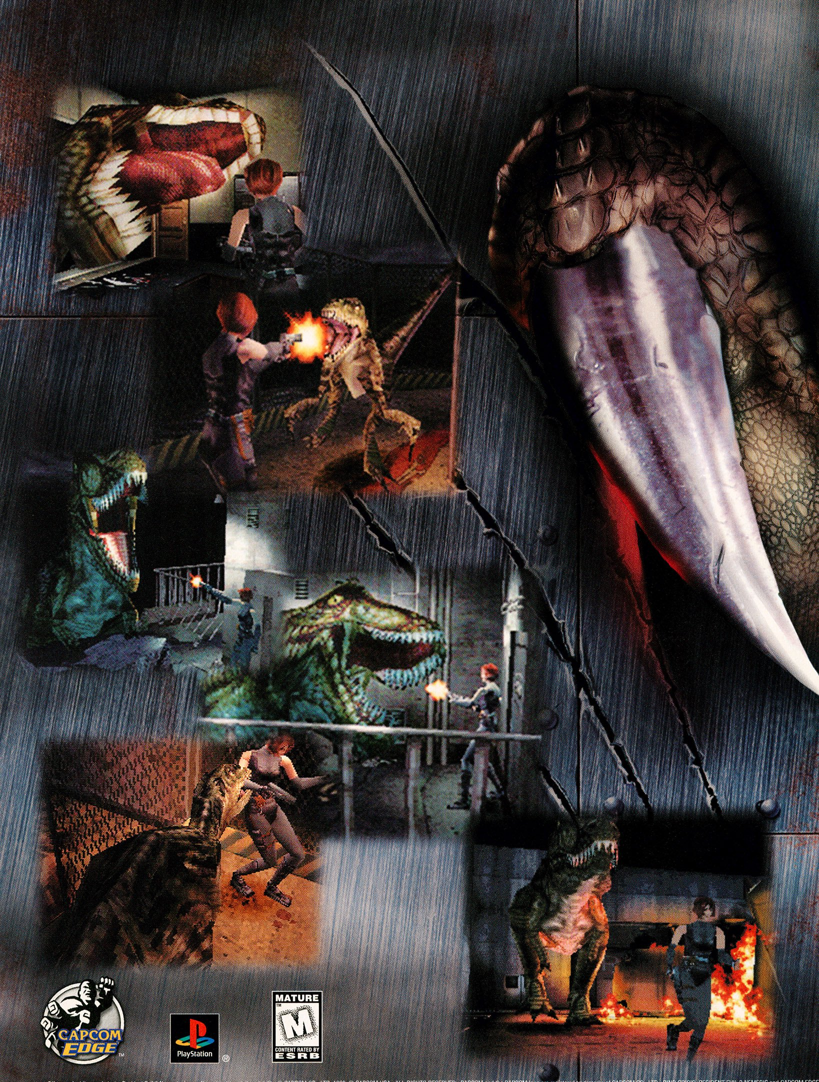
ARMY MEN™
SARGE'S HEROES™

REAL COMBAT. PLASTIC MEN.™

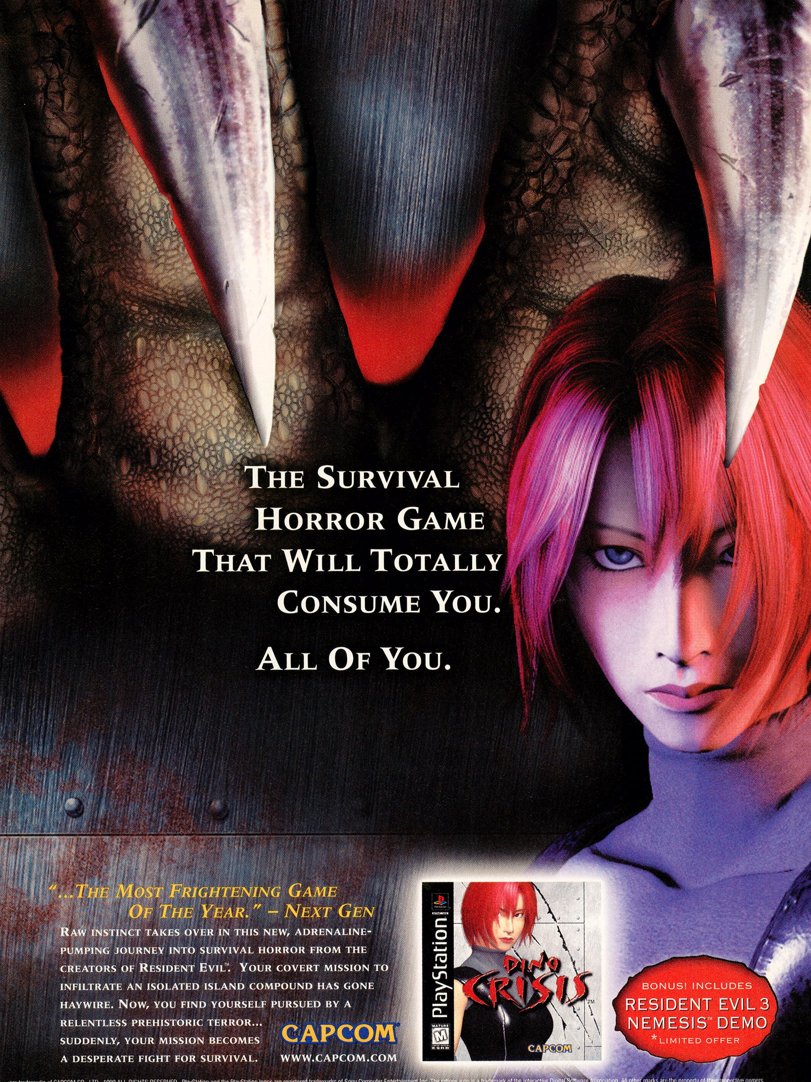

PlayStation
ARMY MEN
SARGE'S HEROES
REAL COMBAT. PLASTIC MEN.
3DO
ARMY MEN
SARGE'S HEROES
NINTENDO64
REAL COMBAT. PLASTIC MEN.
3DO

3DO™

www.armymen.com


CAPCOM EDGE
PlayStation
MATURE
M
CONTENT RATED BY ESRB

•Offer good while supply lasts. Resident Evil 3 Nemesis demo offer subject to retail availability. © CAPCOM CO., LTD. 1999. © CAPCOM USA. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD. DINO CRISIS, RESIDENT EVIL 3 NEMESIS and CAPCOM EDGE


THE SURVIVAL HORROR GAME THAT WILL TOTALLY CONSUME YOU.
ALL OF YOU.
PlayStation
DINO CRISIS™
MATURE
M
ESRB
CAPCOM
BONUS! INCLUDES
RESIDENT EVIL 3 NEMESIS™ DEMO
*LIMITED OFFER

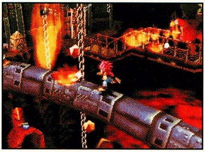
"...THE MOST FRIGHTENING GAME OF THE YEAR." – NEXT GEN

RAW INSTINCT TAKES OVER IN THIS NEW, ADRENALINE-PUMPING JOURNEY INTO SURVIVAL HORROR FROM THE CREATORS OF RESIDENT EVIL™. YOUR COVERT MISSION TO INFILTRATE AN ISOLATED ISLAND COMPOUND HAS GONE HAYWIRE. NOW, YOU FIND YOURSELF PURSUED BY A RELENTLESS PREHISTORIC TERROR... SUDDENLY, YOUR MISSION BECOMES A DESPERATE FIGHT FOR SURVIVAL.

CAPCOM

WWW.CAPCOM.COM

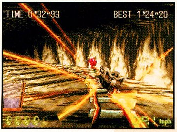
are trademarks of CAPCOM CO., LTD. 1999 ALL RIGHTS RESERVED. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All other marks are the property of their respective owners.

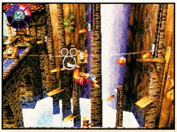


Theme: Action
# of Players: 1
Availability: January
Developer: Whoopee Camp
Publisher: Sony CEA
URL: www.playstation.com

Tomba! 2

Something old, something new, something borrowed, something....pink?





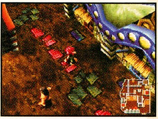
OK, so the minecar racing mini-game (above) isn't exactly the most original idea—it's still hella fun to play.

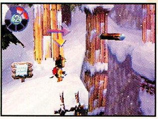
A lot of people didn't know quite what to make of the original Tomba! when it was released two years ago. Part action game, part RPG, part platformer, in some ways it looked and played like classic 16-bit favorites, but at the same time it was unique and odd unlike any other game before it. The sequel, Tomba! 2: The Evil Swine Return, continues that same enigmatic tradition, but with an all-new look and enough gameplay tweaks and additions to set it apart.

From the very first scene in Tomba! 2, where the camera swoops and pans around a small fishing village, you can't help but notice the huge leap forward the graphics have taken. Where the first game used flat sprites for all the characters and a combination of both 2D and 3D for different objects and backgrounds, in the sequel everything is made of polygons, right down to Tomba's trademark hot-pink afro. Old-school puritans may frown on the move away from 2D, but it works great here; not only does it look better, with the camera constantly moving around to follow the action, but also the environments feel less like separate side-scrolling levels and more like part of one huge, complete world. Most of your movement is still restricted to a single plane (you can move left, right, up or down only) with other paths branching off into or out of the screen every so often, but there are also now new open-air sections, where you can explore with full freedom of movement.

Unlike the graphics, the gameplay adjustments in Tomba! 2 are more subtle. There's still plenty of old-fashioned platformer jumping, swinging, attacking enemies and the like, and there's still a ton of mini-quests to complete—find a bucket, then fill it with water, then give it to a man, then take what he gives you to another man, then use that item at a special area, and so on. But not far into the game you'll discover some substantial new features—like the diffferent costumes Tomba can wear throughout the game (see sidebar). Each one grants him special powers (longer jumps, the ability to climb ice, etc.) that he will need to complete tasks and open new areas. Tomba! 2 also incorporates all three dimensions it now uses for its graphics into the puzzles and levels in ways that weren't even possible with the first game's engine.

Tomba! fans everywhere, and fans of action/platform games in general, shouldn't be disappointed when Tomba! 2 ships early next year.

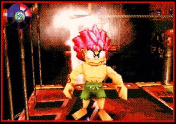




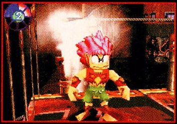
Here's one of the new full freedom of movement sections (top), notice the map to help keep you from getting lost. The branching single plane paths (the two arrows in the lower screen) are much more common.

He's too sexy for his shirt

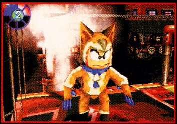
That hair, those muscles, the angry scowl, the one-word vocabulary—Tomba was born to model and he knows it; here he gives us a taste of his upcoming exclusive wardrobe featured in Tomba! 2. Work it girl!



The traditional torn shorts look is simplicity itself—a classic, natural style that lets Tomba dash, jump and attack normally. Equally perfect for at home or out beating on pigs.

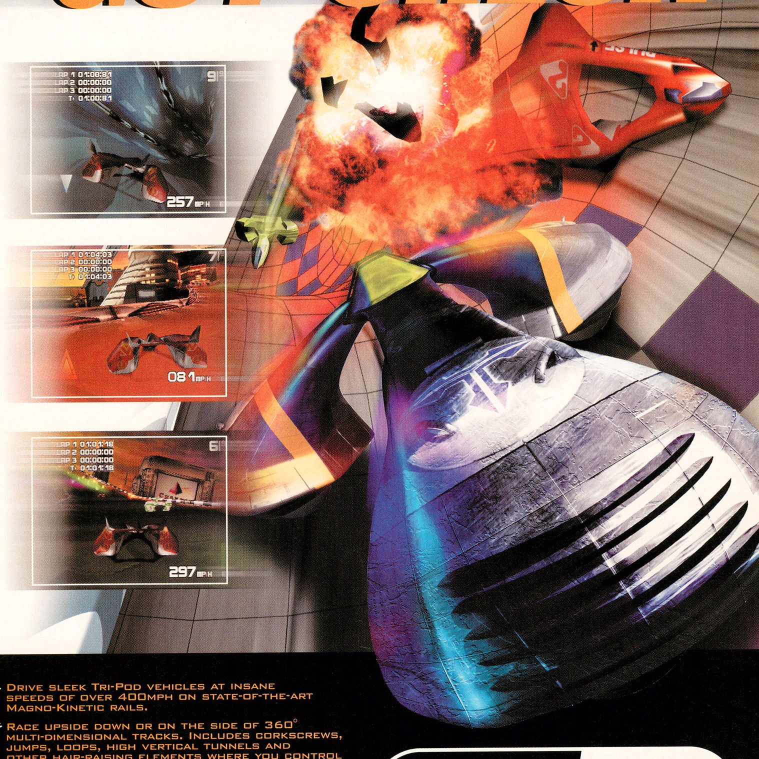


Heads up ladies! This custom bird suit gives Tomba wings in the air to increase his jumping distance and hang time. It's up, up and a-way too stylish not to be noticed!



Fur may be murder, but if looks could kill Tomba would be death himself in this squirrel suit: lovely blue claws let him climb on ice, a warm interior lining prevents damage from the cold, and flaps under the arms provide gentle gliding down from jumps.

GUT CHECK



LAP 1 01:00:81
LAP 2 00:00:00
LAP 3 00:00:00
T 01:00:81
9
257 MP/H
LAP 1 01:04:03
LAP 2 00:00:00
LAP 3 00:00:00
T 01:04:03
7
081 MP/H
LAP 1 01:01:18
LAP 2 00:00:00
LAP 3 00:00:00
T 01:01:18
6
297 MP/H

- DRIVE SLEEK TRI-POD VEHICLES AT INSANE SPEEDS OF OVER 400MPH ON STATE-OF-THE-ART MAGNO-KINETIC RAILS.
- RACE UPSIDE DOWN OR ON THE SIDE OF 360° MULTI-DIMENSIONAL TRACKS. INCLUDES CORKSCREWS, JUMPS, LOOPS, HIGH VERTICAL TUNNELS AND OTHER HAIR-RAISING ELEMENTS WHERE YOU CONTROL THE GRAVITY FACTOR.
- RETURN YOUR OPPONENT'S LASER FIRE WITH ADVANCED ON-BOARD WEAPONRY.
- GRAB POWER-UPS FOR AMAZING SPEED BOOSTS, SUPERIOR WEAPONRY, MAGNETIC POWER AND MORE.

KILLER LOOP®

PlayStation®

Developed by
VCC/FEB

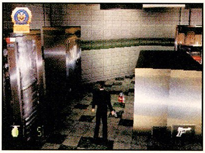
KILLER LOOP

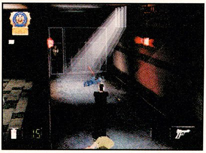
We know what you CRAVE
ENTERTAINMENT

Crave Entertainment and its respective trademarks are the property of Crave Entertainment, Inc. All rights reserved. Crave Entertainment is a registered trademark in the U.S. ©1999 Crave Entertainment, Inc. Killer Loop and the Killer Loop logo are trademarks of Benetton Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Entertainment America Corporation Inc.

EVERYONE
E
CONTENT RATED BY
ESRB

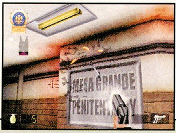
Theme: Action
# of Players: 1
Availability: February
Developer: n-Space
Publisher: Fox Interactive
URL: www.foxinteractive.com

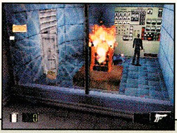


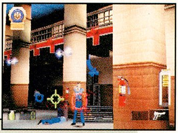


Die Hard Trilogy 2: Viva Las Vegas

John McClane blasts his way through Sin City in this long-awaited sequel







You've got a prison, showgirls, high-speed chases, mindless violence, eye-flaying special effects and a load of bad one-liners. It's like three Paul Verhoven films rolled up into one!

First, he shut down terrorists in a sortie of towering proportions. Later, he single-handedly thwarted the dastardly plans of gung-ho airport hijackers. As an encore, he took on a mad bomber out to heist the U.S. gold supply. After action like that, Detective John McClane was sure to hit a lull. How much worse could things possibly get?

Much to his misfortune, and to PlayStation "Die Hard" fans' delight, life is one again about to take another turn for the worse. A sojourn to the city that never sleeps—Las Vegas—to see an old friend established as the head of a new maximum-security penitentiary goes terribly awry when a notorious group of inmates takes control of the prison, and then takes the battle to the neon-lit streets of the city proper. And, once again, our roguish hero must lock and load his trusty .38 to bring these hardcore thugs down.

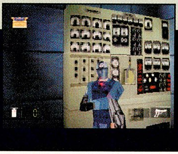
As with the previous Die Hard Trilogy, the second installment ostensibly features three games in one: a third-person action title, a first-person railed shooter and a free-range driving-combat game. This time, however, a full-fledged cinematic Story Mode ties these somewhat disparate elements together, following John McClane's exploits and utilizing a particular game mode when the plot calls for it. Of course, if you preferred the stand-alone modes of the original, the Arcade Mode will let you play all the levels of a given type in order, uninterrupted.

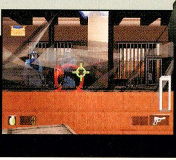
As expected, the graphics are quite a bit snappier this time around, with each one of the three game styles sporting visuals that are among the best in their respective genres. Especially impressive is the redone action mode, which shares more in common with third-person stealth titles like Syphon Filter than the generic action of the first Trilogy. In fact, this mode alone, with its surprisingly solid graphics and unusually good enemy AI, is good enough at this stage to be a game unto itself. Thankfully, the shooting game (which is compatible with the GunCon and most other third-party light guns) is also incredibly polished, and the driving title has been cleaned up quite a bit as well. The plot is progressed by FMV sequences, voiced by a suite of appropriately chosen celebrity sound-alikes.

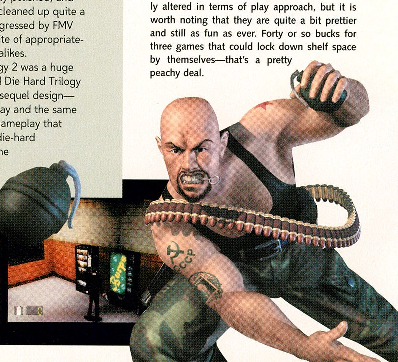
The first Die Hard Trilogy 2 was a huge hit for Fox Interactive, and Die Hard Trilogy has all the marks of great sequel design—better graphics, deeper play and the same fundamental formula for gameplay that made the original such a die-hard success. Even John McClane himself couldn't make this title bomb.

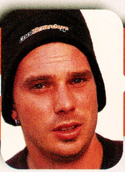
Die Hard Trilogy Two Part One (Super Ex Plus Championship Alpha 2K)

Of the three game "genres" included in Die Hard Trilogy 2, the first game—the action shooter—is the most dramatically improved (and for the better). The almost Gauntlet-esque generic run-and-gun action from the first Trilogy is gone, replaced with an extremely slick third-person stealth action shooter that looks better than most of the similar games out there. Pretty to look at, and featuring a real cinematic sensibility, this game is no half-arsed market cash-in. On the other hand, the second two game types—the railed first-person shooting and the free-field demolition driving—aren't significantly altered in terms of play approach, but it is worth noting that they are quite a bit prettier and still as fun as ever. Forty or so bucks for three games that could lock down shelf space by themselves—that's a pretty peachy deal.



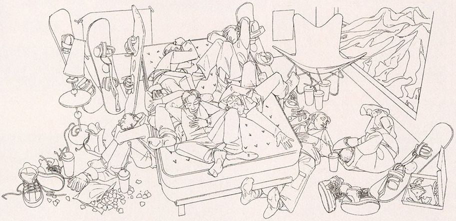






SNOWBOARDING ETIQUETTE
with Steve
SPONSORED BY COOL BOARDERS® 4

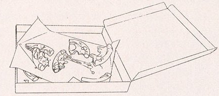
YOUR GUESTS SHOULD STAY IN COMFORT. NO MORE THAN 8 TO A ROOM.



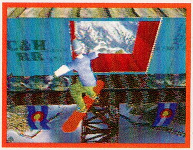
Many experts say that ten or twelve guests in a room is completely acceptable, but in my experience, a good host will cap it at eight. Your guests' needs should always be top of mind. Offer up a thigh for a pillow, or if you have a toothbrush, share it.

DON'T LITTER THE MOUNTAIN WITH UNNECESSARY TISSUES.

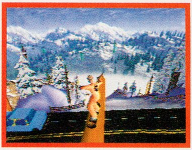
DISCARDED PIZZA CRUSTS *are great for* EARLY MORNING CARBS.



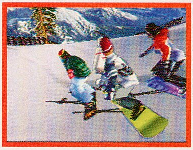
Another great energy source is the #1 snowboarding game, Cool Boarders 4. Make your soul patch tingle with new tweaked out grabs and tricks like method-melons and hand plants. 16 pros including Jim Rippey, Shaun White and J.P. Walker tear it up on 30 new courses riddled with short cuts, kickers and rail slides. One to four riders can choose from 34 boards by 9 top companies, or customize their own. Please friend, have a lovely shred.



As you jump through a boxcar, don't stare at the hobos. They're people too.



When crossing a road, share a good moon with a family. Preferably one in a mini-van.



In the heat of competition, show no etiquette. Losers never get the honeys.

PlayStation
989 STUDIOS
Cool Boarders 4
EVERYONE

www.989studios.com

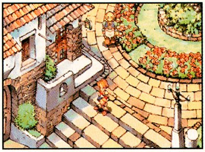
PlayStation

EVERYONE
CONTENT RATED BY ESRB

989 STUDIOS

EXPLORE THE FREAK WITHIN

Cool Boarders is a registered trademark and 989 Studios and the 989 Studios logo are trademarks of Sony Computer Entertainment America Inc. Designed and developed by Idol Minds, LLC. Published by 989 Studios. ©1999 Sony Computer Entertainment America Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.



...And that's how I miraculously escaped.

Theme: RPG
# of Players: 1

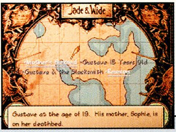
Availability: February
Developer: Square

Publisher: Square EA
URL: www.squaresoft.com

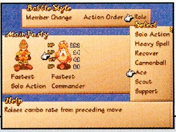
SaGa Frontier 2

Square goes back to the drawing board with a SaGa Frontier sequel

I believe this is the first time we meet face to face, Your Majesty. Depending on the


Jade & Wide
Mother - Sickbed
Gustave 15 Years Old
Gustave & the Blacksmith
Reunion

Gustave at the age of 19. His mother, Sophie, is on her deathbed.


Battle Style
Member Change
Action Order
Role
Select
Main Party
HP 392
LP 14
WP 40
SP 30
Fastest
Fastest
Solo Action
Commander
Solo Action
Heavy Spell
Recover
Cannonball
Ace
Scout
Support
Help

Roises combo rate from preceding move

8 SaGa Frontier 2's actual number within the SaGa series. Other games from the series include Final Fantasy Legend 1-3 for Game Boy and Japan's Romancing SaGa 1-3.

It'd be a wee bit of an understatement to say that SaGa Frontier disappointed American RPG fans. Many scornfully dismissed it as little better than the tragic Beyond the Beyond. Why such contempt? For starters, players chose from seven unremarkable characters and followed them separately through uninspired, tedious storylines strung together with confusing quests. Gamers had clamored for non-linear plots for years, and quickly came to regret it.

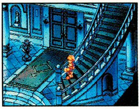
Abandoning SaGa Frontier's Free Scenario System as a failed attempt, Square has returned to its Romancing SaGa roots in the sequel, with promising results. Non-linearity remains to a degree: Like the Romancing SaGa series, the player progresses through story and dungeon events by selecting locations and dates on a parchment map. Think of it as reading an interactive, historical biography, but having the option to relax and read up on another character after each chapter is completed. Some chapters are brief two-minute affairs, while others will require much more time to complete. While there are always several scenarios from which to choose, players aren't likely to feel lost or overwhelmed as in the first SaGa Frontier.

After the player chooses between either Gustave XIII or Wil Knights, the story begins in your typical medieval RPG world. At the age of seven, the young prince Gustave is found to lack "Anima," the power to cast spells shared by all of the kingdom's citizens. Disgusted by his son's apparent inferiority, the king exiles Gustave from the land, but Gustave returns years later to regain control via political intrigue. Overall, the plot feels quite similar to Final Fantasy Tactics. Wil, on the other hand, is a common Quell digger who sets out for adventure like his father before him. Wil attempts to discover the truth behind his father's death, and his story eventually intertwines with Gustave's. Other supporting characters also enter the player's control for brief periods of time.

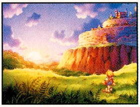
Apart from the scenario selection system, the actual gameplay engine remains faithful to SaGa Frontier. Experience points aren't used; instead, stats are upgraded at the end of battles, and special attacks are learned after the repeated use of a single weapon. Up to four characters can chain their attacks together to unleash devastating combos. The Life Point/Weapon Point/Spell Point system also returns, this time allowing you to use one LP to restore hit points at the beginning of combat.

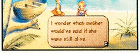
SaGa Frontier 2 appears to fix most of the issues that plagued the first SaGa Frontier, while adding gorgeous visuals and a truly varied battle engine. Check back next issue for a full review of Square's latest RPG.

Watercolor Backdrops

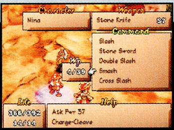


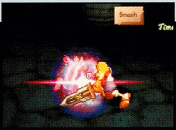
Without even a hint of CG-this or Z-buffering-that, SaGa Frontier 2 contains some of the most stunningly beautiful eye candy to date. Every single sprite and backdrop has been exquisitely hand-painted with watercolors; it's like stepping into a fantasy storybook. Even these screenshots don't do the visuals justice.

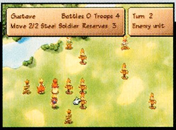




I wonder what mother would've said if she were still alive.


Character
Nina
Weapon
Stone Knife
Command
Slash
Stone Sword
Double Slash
Smash
Cross Slash
Wp
4/39
Life
366/392
14/14
Help
Atk Pwr 37
Charge-Cleave




Gustave
Battles 0 Troops 4
Move 2/2 Steel Soldier Reserves 3
Turn 2
Enemy unit

Dish Out the Pain and Suffering Three Different Ways

SaGa Frontier 2 introduces three different battle modes for use throughout the game: Team, Duel and Strategic. Players are given the option between Team and Duel modes at the beginning of every battle—Team battles use the same traditional RPG battle engine players are accustomed to, while the Duel mode pits a selected party member one-on-one against an enemy, with more precise combat commands such as "Feint," "Slash" and "Charge" available. Finally, strategic battles are used for army-versus-army situations—like Ogre Battle, you move troop squads about the battlefield and enter a standard Team battle when two units meet.

PlayStation
989 STUDIOS
TWISTED METAL 4
RP

Sweet Tooth's back and in charge of the original car combat **freakshow**, **Twisted Metal 4**. With new interactive battlegrounds, *wicked characters*, innovative weapons, killer graphics, a hell-raising soundtrack, car customization and best of all, Sweet Tooth's *evil* henchmen. *Man*, as if clowns weren't **scary** enough.

989 STUDIOS™

www.989studios.com

PlayStation®

RATING PENDING
RP
CONTENT RATED BY ESRB

Twisted Metal is a registered trademark and 989 Studios and the 989 Studios logo are trademarks of Sony Computer Entertainment America Inc. Developed by 989 Studios. ©1999 Sony Computer Entertainment Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.

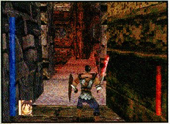
Crusaders of Might & Magic

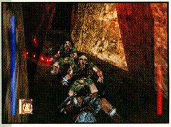
Theme: Adventure
# of Players: 1
Availability: December
Developer: New World Computing
Publisher: 3DO
URL: www.3do.com

Might. Magic. Heroism. This is the sort of stuff fantasy literature and games are made of, along with villains whose names have more consonants than an Eastern European country and worlds permanently affixed with a Middle Ages ambience. You've got the knights, all shiny in their polished armor. You've got evil sorceresses who hold a love of the undead and a hatred of clothing. You've got heroes with more pectoral muscles than Jay Leno has geriatric viewers. You've got a dragon bigger and badder than anything (save Texas). When all these conditions are met, you've got high fantasy.

Crusaders of Might & Magic, an action-styled RPG from New World Computing and 3DO, definitely takes its cue from the genre, as it features as much sword-slinging, armor-plated goodness as any good Tolkien fan could hope for. As the avenging young hero Drake, you'll need both might and magic as you tackle the Legion of the Fallen after they so callously turn your home into a village-sized pit barbecue. With sword in hand and spells at ready, you'll trek through massive 3D environments and fight a variety of fiendish foes, unraveling an evil plot that threatens the very world. Fortunately, New World's 3D engine is up to the task of delivering the fantastic visuals we've come to expect, with surprisingly detailed enemies, massive bosses and magic effects that might even make ol' Gandalf look twice. Best of all, it isn't just hack-and-slash; you'll interact with a variety of characters, both good and evil, and explore some of the most intricate levels this side of Tomb Raider.

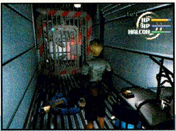
It's no secret that the PlayStation has needed an epic third-person fantasy adventure in the Zelda vein, and 3DO hopes to deliver with Crusaders. Would-be heroes and heroines should keep their swords polished and their codpieces buckled for when this title flashes onto shelves next year.

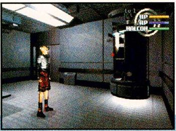


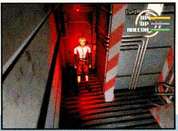


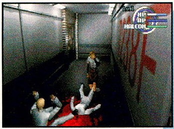
Galerians

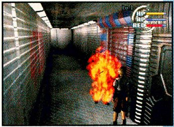
Theme: Adventure
# of Players: 1
Availability: Q1 2000
Developer: Polygon Magic/ASCII
Publisher: Crave
URL: www.craveyard.com









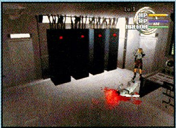


Ah, such a difficult decision: Do we toast Mr. Security Guard to a charcoal crisp, or do we simply explode all of his internals in a violent hemorrhage of psychokinetic energy? Looks like we'll be having a barbecue this time.

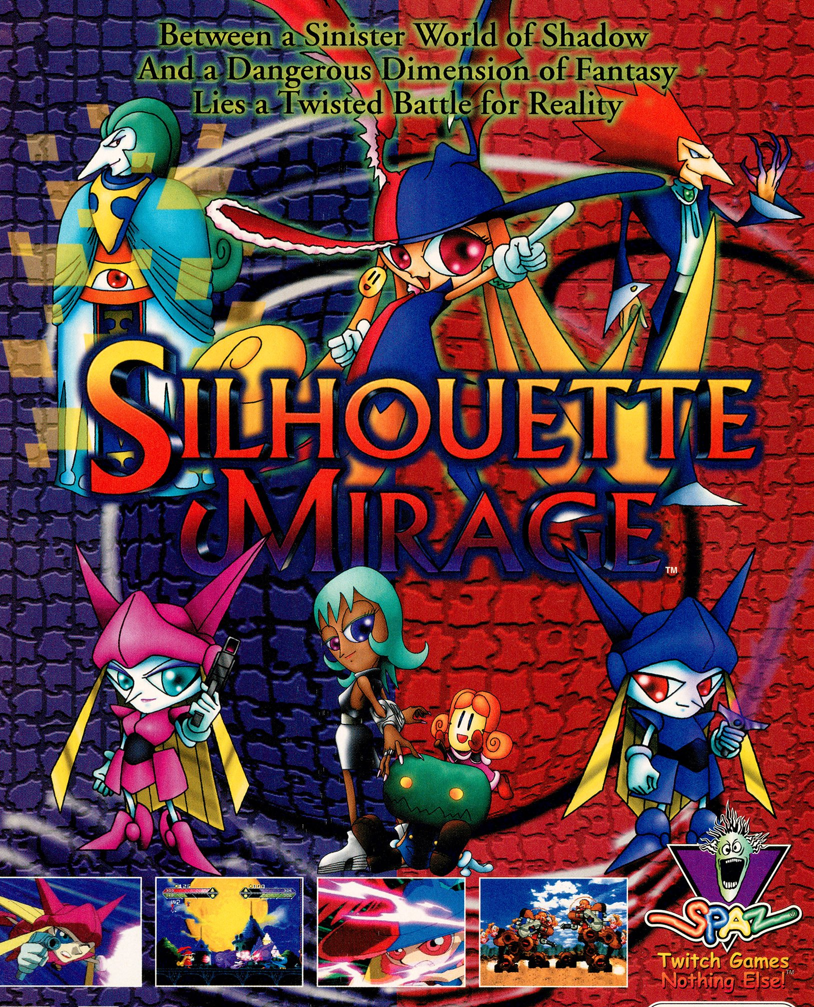
What would you do if you woke up one fine afternoon strapped to a chair with needles poking the softer bits of your head and no real recollection of who you are? Moments later, you discover you have immense psychic abilities, developed and toned through the application of complex drugs by a bunch of science types with too much time on their hands.

If you're Rion, the androgynous-looking young hero of Crave's forthcoming adventure title, Galerians, you teach the world a lesson it won't soon forget. Unfortunately for Rion, the reason for his biological and psychological manipulation is but the tip of a very, very large iceberg—evil forces have plans that could threaten our happy human existences collectively, and they have plans for our protagonist that he isn't gonna like.

As Rion, you'll traverse through a future Earth and through the minds of some very twisted people. Fortunately for us mortals, Polygon Magic has done a pretty snappy job of dressing up Rion's twisted reality, using a glossy engine that combines prerendered backgrounds and polygon characters, Resident Evil-style. You'll command a wide variety of psychic abilities and explore some rather freakish worlds both outside and inside Rion's mind as the epic quest unfolds, all of which are pleasantly unorthodox.



If you're a fan of adventure titles, and are looking for something a little deeper than a tale of evil zombies run amuck, the doctor is in. Galerians is a prescription for stylish horror that fans of the game definitely won't mind swallowing.



Between a Sinister World of Shadow And a Dangerous Dimension of Fantasy Lies a Twisted Battle for Reality

SILHOUETTE MIRAGE™

PlayStation ®

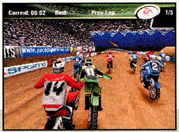
RATING PENDING
RP
Visit www.esrb.org or call 1-800-771-3772 for more info.
CONTENT RATED BY ESRB

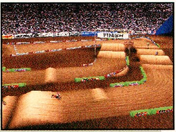
WORKING DESIGNS®

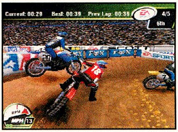
layStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. "SILHOUETTE MIRAGE" is a trademark of Treasure/ESP. Original Game © 1998 Treasure/ESP. English Translation © SPAZ 1998. This ame is published by SPAZ under license by Treasure/ESP. "Working Designs" and "SPAZ" are registered trademarks of Working Designs, Inc. All rights reserved. The first game that goes both ways! Web Address: ttp://www.workingdesigns.com For a dealer near you, call (530) 243-3417.

Supercross 2000

Theme: Racing
# of Players: 1-2
Availability: Q4 1999
Developer: MBL Research
Publisher: Electronic Arts
URL: www.ea.com







Supercross fans have a lot to cheer about this winter. Not only is 989 Studios prepping a strong entry into this previously neglected racing subgenre, but now EA is set to release their impressive and extremely expansive video-game version of this brutal motorcycle-based sport.

Here's the short version for eager fans: 25 licensed top-name supercross and freestyle racers; 20 or so tracks modeled after their real-life supercross counterparts; a full-fledged simulation mode that allows you to develop a rider and take him through an actual supercross season; realistic physics; and tracks that degrade, forming ruts and grooves, as you and your competitors raze them with your two-wheeled beasties. Sound good? On top of all that, EA Sports has taken their cue from other racing titles out there, and incorporated a trick engine that allows you to perform stunts and flaunt your mad motorbike-handling skills. Meld that with a rock-solid frame-rate, a trick-only jump-off mode and plenty of two-player action, and you have a tough competitor for the trophy (and the dollars of racing fans everywhere) in this year's supercross sim competition.

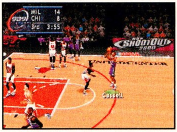
With stunt gurus Mike Metzger and Brian Deegan lending their know-how to the development of this title, and as many play modes as your average supercross jockey has spinal injuries, Supercross 2000 could be the game dirtbike fans have been waiting for.

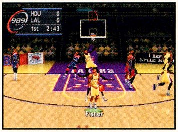
Dirty Comments

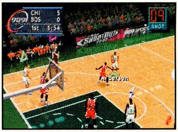
One of the more amusing aspects of Supercross 2000 is the running commentary by supercross announcer David Bailey (and sidekick). It adds quite a bit to the overall immersion to hear him wryly detail the antics of other dirtbike superstars as they founder in the mud behind you—or in front of you, if you mistime that jump. Ouch.

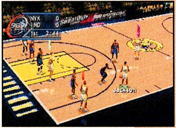
NBA ShootOut 2000

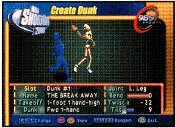
Theme: Sports
# of Players: 1-8
Availability: January
Developer: 989 Sports
Publisher: 989 Sports
URL: www.989sports.com











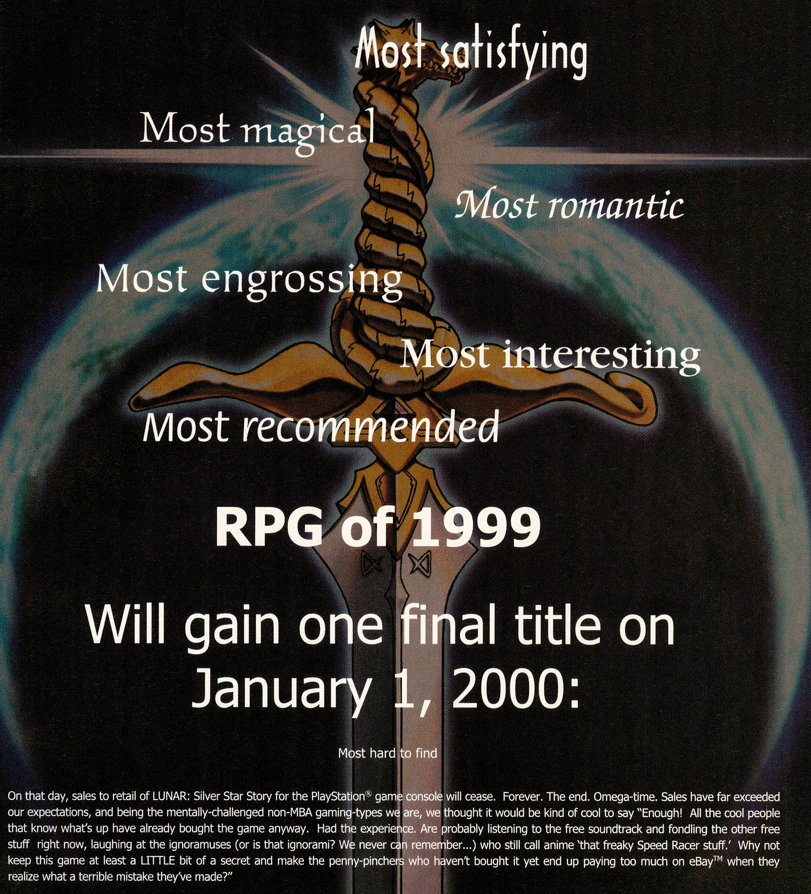
Slot Dunk #1
Name THE BREAK AWAY
Takeoff 1-foot 1-hand-high
Dunk Fwd 1-hand
Joint L. Leg
Bend 0
Twist -22
Tilt 9

The Create-A-Dunk mode lets you Be Like Mike.

Due to last season's NBA strike, the team at 989 Sports decided it would be best to hold off on the 1999 installment of ShootOut. Consequently, they've had an extra year of development time for their millennial hoops offering, NBA ShootOut 2000. As is customary in the genre, this year's version boasts a whole slew of improvements and upgrades. The game's graphics engine has been rebuilt from the ground up, resulting in crisp visuals and players that are proportional to their real-life counterparts. There are also some new player animations, like no-look passes, drop steps and finger rolls. All the requisite modes of play are here: Exhibition, Season, Playoffs and Franchise. One of the cooler new features is Create-A-Dunk. You can choose the type of takeoff, one-hand or two-hand finish, spins and the angle at which the player's joints bend. ShootOut 2000 also allows you to create your very own NBA star. Attribute points can be dispersed to make your player a dominating defender or a threat from three-point land.

The biggest problem might come in the department that is being emphasized by 989, the player AI. As of now, it needs a lot of tweaking. Some notable lowlights include passing the ball out of bounds, taking shots from half-court in the middle of the game, and inbounding the ball off the backboard (all of these problems occurred on the highest difficulty setting).

Right now, it's hard to judge if the extra year has been put to good use or not. The game sure does look nice, but the AI problems may keep 989 from beating the competition.



The Most talked-about

Most satisfying

Most magical

Most romantic

Most engrossing

Most interesting

Most recommended

RPG of 1999

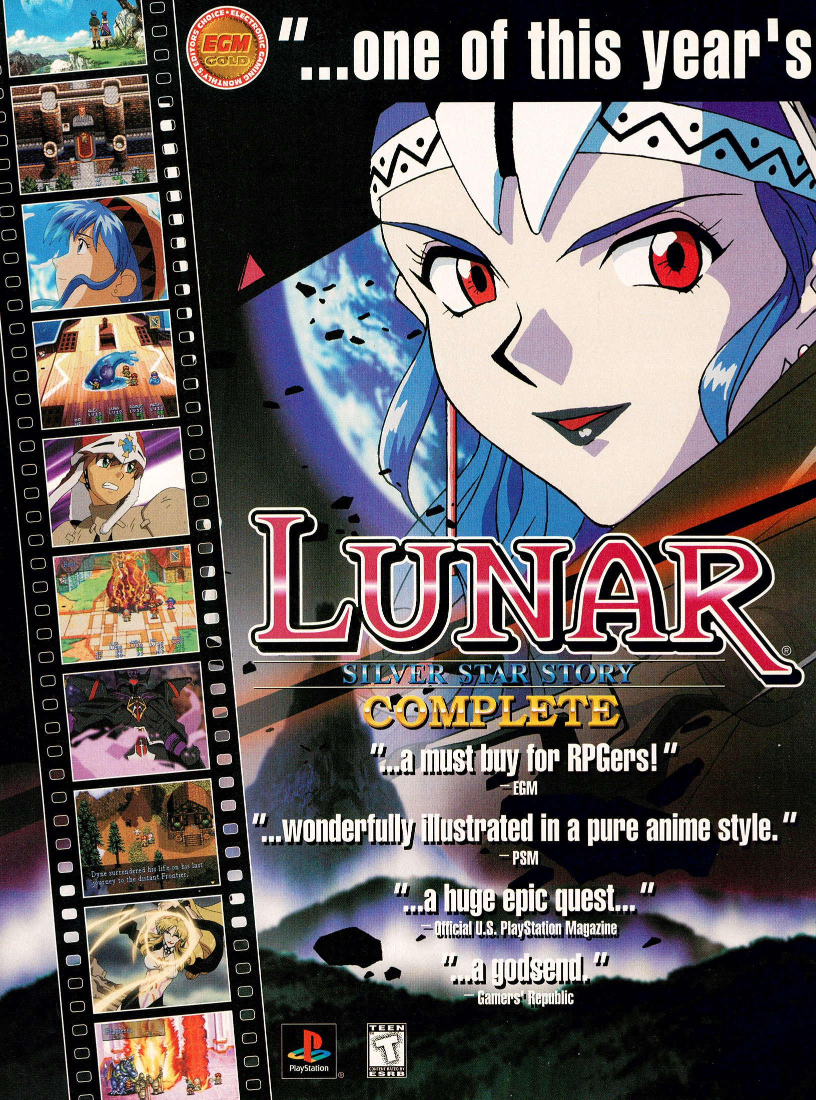
Will gain one final title on January 1, 2000:

Most hard to find

On that day, sales to retail of LUNAR: Silver Star Story for the PlayStation® game console will cease. Forever. The end. Omega-time. Sales have far exceeded our expectations, and being the mentally-challenged non-MBA gaming-types we are, we thought it would be kind of cool to say "Enough! All the cool people that know what's up have already bought the game anyway. Had the experience. Are probably listening to the free soundtrack and fondling the other free stuff right now, laughing at the ignoramuses (or is that ignorami? We never can remember...) who still call anime 'that freaky Speed Racer stuff.' Why not keep this game at least a LITTLE bit of a secret and make the penny-pinchers who haven't bought it yet end up paying too much on eBay™ when they realize what a terrible mistake they've made?"

So, if you think that passing on the "Ghaleon Experience" has something to do with floating Spanish doo-dads, you're definitely missing the boat. In that case, about all we can offer you by way of consolation is "Ignorance is Bliss. Keep your damned tainted burger-emporium-earned money, you freaking spaz. You're not worthy. And don't count on your momma savin' your sorry butt with her awesome foresight, 'cuz she already spent the family dough on wunder bread and kool-aide. Bon Appetit!"

PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. "LUNAR" is a registered trademark of Game Arts/Working Designs. Licensed from ESP by Working Designs. Original Game © Game Arts/ Studio Alex 1992 Reprogrammed game © Game Arts/Kadokawa Shoten 1998. English Translation © Working Designs 1998. "Working Designs" is a registered trademark of Working Designs, Inc. All rights reserved. eBay is a trademark of eBay, Inc. All rights reserved. 3B Redux! Web Address: http://www.workingdesigns.com For a dealer near you, call (530) 243-3417.


EDITORS' CHOICE • ELECTRONIC GAMING MONTHLY'S
EGM GOLD
Dyne surrendered his life on his last journey to the distant Frontier.

"...one of this year's

LUNAR®

SILVER STAR STORY

COMPLETE

"...a must buy for RPGers!"
— EGM

"...wonderfully illustrated in a pure anime style."
— PSM

"...a huge epic quest..."
— Official U.S. PlayStation Magazine

"...a godsend."
— Gamers' Republic

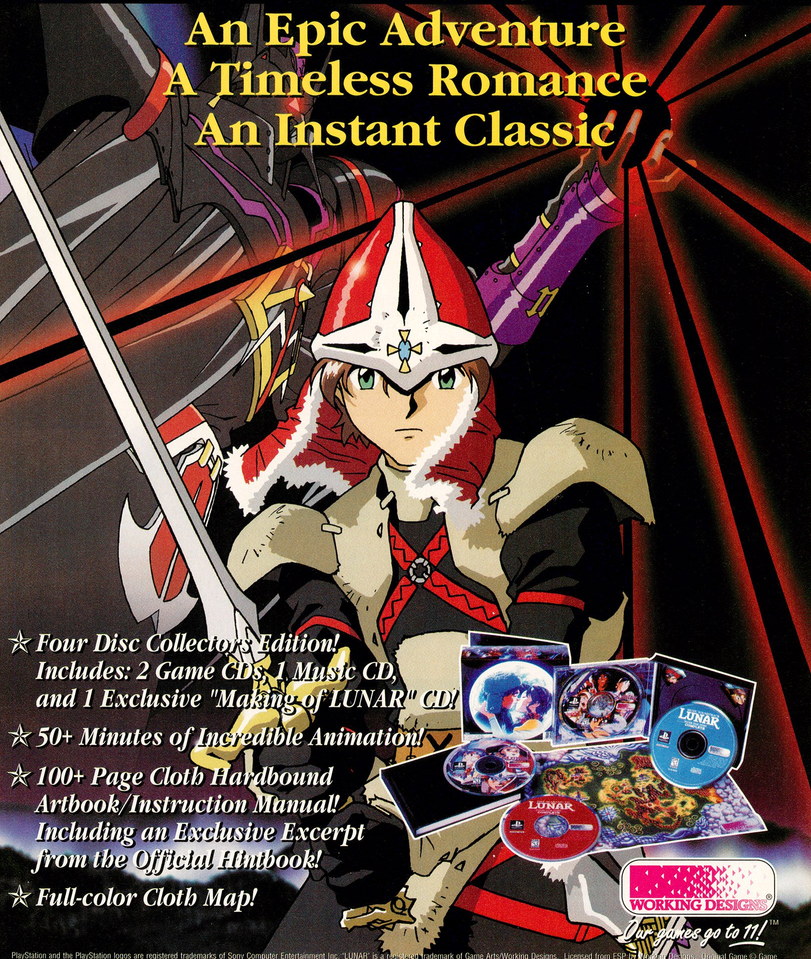
PlayStation®

TEEN
T
CONTENT RATED BY ESRB

must-play RPGs." — EGM

EGM GOLD
EDITORS CHOICE • ELECTRONIC GAMING MONTHLY'S

An Epic Adventure
A Timeless Romance
An Instant Classic



- ☆ *Four Disc Collectors Edition! Includes: 2 Game CDs, 1 Music CD, and 1 Exclusive "Making of LUNAR" CD!*
- ☆ *50+ Minutes of Incredible Animation!*
- ☆ *100+ Page Cloth Hardbound Artbook/Instruction Manual! Including an Exclusive Excerpt from the Official Hintbook!*
- ☆ *Full-color Cloth Map!*

WORKING DESIGNS®
Our games go to 11!™

PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. "LUNAR" is a registered trademark of Game Arts/Working Designs. Licensed from ESP by Working Designs. Original Game © Game Arts/Studio Alex 1992 Reprogrammed game © Game Arts/Kadokawa Shoten 1998. English Translation © Working Designs 1998, 1999. "Working Designs" is a registered trademark of Working Designs, Inc. All rights reserved. 3B Redux!
Web Address: http://www.workingdesigns.com For a dealer near you, call (530) 243-3417.

BattleTanx: Global Assault

Battle through 40 levels in a struggle to stay alive in a postapocalyptic world. There are also 30 multi-player arenas, a campaign mode and 13 different tanks to choose from.

Theme Action	**Publisher** 3DO
# of Players 1-2	**Developer** 3DO
URL: www.3do.com	

Chocobo's Dungeon 2

3F Lv9 HP 52/75 71%

Mog
"Sounds fishy. That's why you can't trust humans.

See Chocobo. See Chocobo's pal Mog. See Chocobo and Mog hunt for treasure in randomly generated dungeons. Watch out for that nasty Tonberry, Chockee! Oh, look—here comes cranky old Cid to help save the day...er, you get the point. Think of Chocobo's Dungeon 2 as "RPG light," with simple real-time combat, a two-player mode and super-cute versions of all your favorite characters from the Final Fantasy universe. We'll have a full review of the game next month.

Michle
"I'm Michle and I'm a White Mage. Nice to meet you Chocobo.

Theme RPG	**Publisher** Square EA
# of Players 1-2	**Developer** Square
URL: www.squaresoft.com	

Romance of the Three Kingdoms VI

Koei's latest chapter in its long-running historical strategy/war simulation series allows players to once again manage and direct an ancient Chinese fiefdom while interacting with 600 different characters and fighting battles using historical weaponry.

Han Sui
This time of confusion provides us with the chance to raise our own flag.

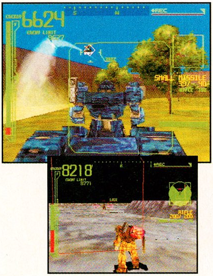
Theme Strategy	**Publisher** Koei
# of Players 1-8	**Developer** Koei
URL: www.koeigames.com	

South Park Rally

Maybe the third time will be the charm for Acclaim with South Park games. Hot on the heels of two less-than-mediocre South Park titles comes Rally, a cart racer that focuses as much on combat, interaction and objectives as it does on racing itself.

Theme Racing	**Publisher** Acclaim
# of Players 1-2	**Developer** Tantalus
URL: www.acclaim.com	

Armored Core: Master of Arena

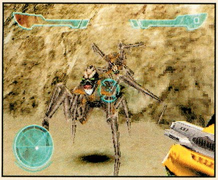


For many mech combat fans, the Armored Core series is the pinnacle of this genre on the PlayStation. The latest installment, Master of Arena, allows for even greater customization of your armored core unit, with 170 different parts and weapons. As a mercenary, you'll face numerous enemies in 19 new missions. You can even use your saved ACs from the earlier games, and pit them against friends or the CPU in more than 20 arenas.

Theme Action	**Publisher** Agetec
# of Players 1-2	**Developer** From Soft.
URL: www.agetec.com	

Armorines

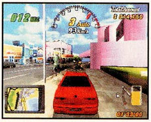
Throw on a nuclear-powered armor suit and blast away at alien parasites (otherwise know as really big bugs) in this first-person shooter from Acclaim. Think of it as Turok, but with insects instead of dinosaurs. Armorines promises a high level of interaction with the varied environments, as well as dozens of unique, intelligent enemies. Plus, you can enlist a buddy to help you save the world in the game's two-player co-op mode.



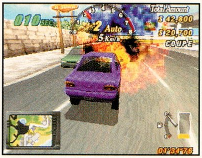
Theme Action	**Publisher** Acclaim
# of Players 1-2	**Developer** Iguana

URL: www.acclaim.com

Runabout 2

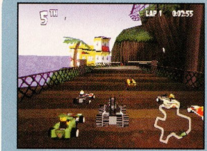


Climax's follow-up to Felony 11-79, Runabout 2 places you in the role of a courier delivering packages of God-knows-what. Gameplay consists of finding the quickest route, taking necessary shortcuts through buildings and plazas, and avoiding rivals en route to completing your mission. With dozens of vehicles (many of them hidden) and multiple story lines, Runabout 2 looks to add a few new twists to the formula set forth by its predecessor.



Theme Action	**Publisher** Tecmo
# of Players 1	**Developer** Climax

URL: www.tecmoinc.com

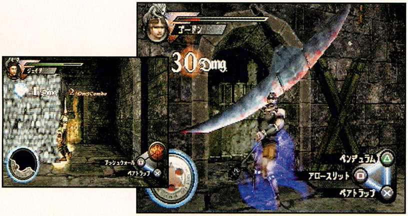


Lego Racers

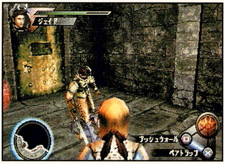
Legomaniacs, rejoice! Now there's a PlayStation game all your own. Lego Racers lets you build your own carts brick by brick, then race them on a dozen tracks straight out of the different Lego playsets. Aimed squarely at younger gamers, Lego Racers features a variety of power-ups, weapons, shortcuts and other standard cart-racing fare. You can even alter your car's physics depending on how you build it.

Theme Racing	**Publisher** Lego Media
# of Players 1-2	**Developer** High Voltage

URL: www.legomedia.com



Deception III



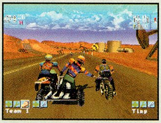
Deception III continues the dark, gritty and deliciously degenerate gameplay found in Tecmo's prior two installments in the series. While the graphics still seem a step behind the current generation of games, they're significantly sharper than those in Deception II. The game's basic structure remains the same, though—set traps aimed at crushing unsuspecting foes. The better the setup, the more points you earn toward building stronger, more devious traps.

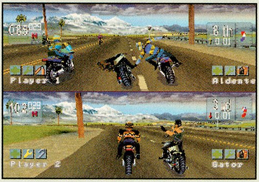
Theme Strategy	**Publisher** Tecmo
# of Players 1	**Developer** Tecmo

URL: www.tecmoinc.com

Road Rash: Jailbreak

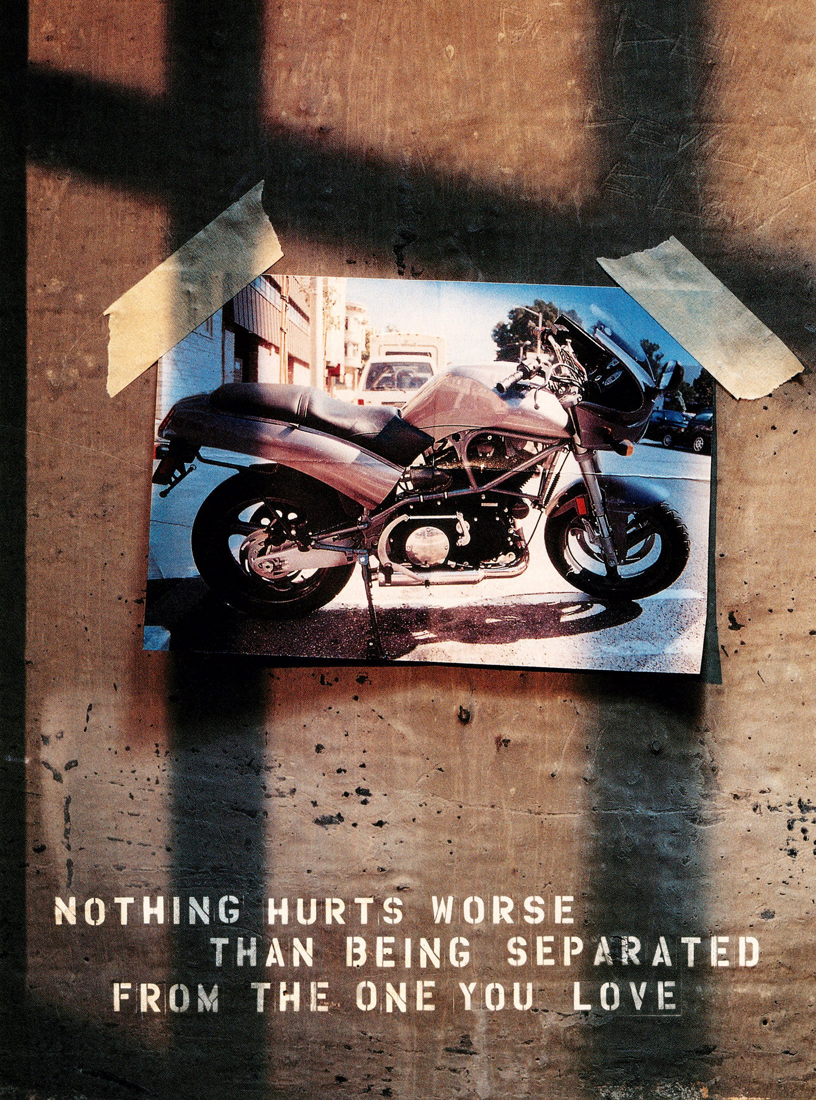
Join Spaz and his sidekick Punt in a series of bone-crunching motorcycle combat races. Or gather three other players and beat each other silly in the new Sidecar Mode.

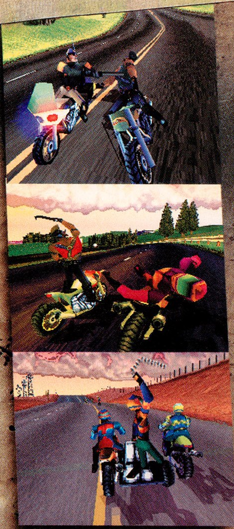




Theme Action	**Publisher** Electronic Arts
# of Players 1-4	**Developer** Electronic Arts

URL: www.ea.com


NOTHING HURTS WORSE
THAN BEING SEPARATED
FROM THE ONE YOU LOVE



And only you can reunite them. By taking on rival gangs as well as the boys in blue, to bust your buddy out of the bighouse. Terrorize the highways with a friend in Sidecar Mode. Or switch sides and ride with the law in the new Five-O Mode. All while rockin' out to the hottest soundtrack of up and coming bands. Just remember, if the riders don't punish you, the pavement will.

ROAD RASH™
JAILBREAK™

RATING PENDING
RP
CONTENT RATED BY ESRB

www.roadrash.com

PlayStation

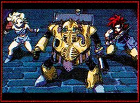
ELECTRONIC ARTS

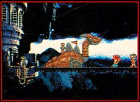
©1999 Electronic Arts. Electronic Arts, Road Rash and Jailbreak are trademarks or registered trademarks of Electronic Arts in the U.S. and/or [illegible] and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.

Chrono Trigger

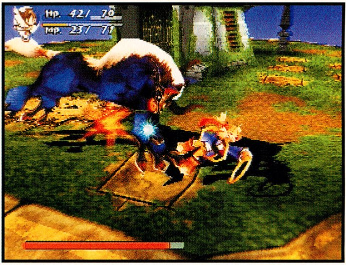
Now, Square

Similar to the rereleased versions of Final Fantasy IV, V and VI, Chrono Trigger for the PlayStation is an exact port of the classic Super Nintendo RPG (i.e. no graphical enhancements or gameplay tweaks), but with all-new video sequences interspersed throughout the game. These bonus animated sections, handled by Akira Toriyama (the famous character designer for Chrono Trigger) and his Bird Studio, look fantastic and bring many of the game's most famous scenes to life.





Chrono fans should take note: The new animated ending for the PlayStation version features a couple of interesting twists that weren't in the original SNES game, which help tie in Chrono Trigger with its sequel, Chrono Cross, which was released just this month in Japan. Sadly, U.S. gamers may never see these alterations, as Square EA currently has no plans to release Chrono Trigger in the U.S. If you're like us, and you want to see this classic brought back to life on the PS here, drop Square a line and let your voice be heard!



Dew Prism

Square

Square's latest Japanese release actually bears a strong resemblance to their other PlayStation action/RPG Brave Fencer Musashi. The characters all have the same exaggerated cartoony look to them, graphics are colorful, crisp and fully 3D, and the story has the same lighthearted feel and slapstick sight gags.

Where the major differences come in is gameplay. At the start of Dew Prism you choose between one of two heroes to control, and your decision not only affects the story line (which is generally the same but branches off at different parts), but also how the game itself plays. If you choose the young girl, Mint, you have the ability to cast spells but if you choose the boy, Lou, you can transform into defeated monsters. Each different race of monster has its own unique moves and abilities, which you have to use to solve puzzles and make it to new areas. It's not quite two whole games in one, but it's much more than you usually get—let's call it one and a half games in one.

Square EA already has plans to release Dew Prism stateside sometime in 2000, so expect coverage of the U.S. version soon.

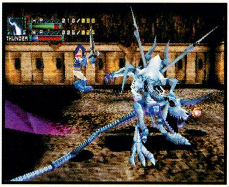
Theme Action/RPG **# of Players** 1
Availability Now **Developer** Square

Dragon Valor

Namco

We finally got our hands on a playable demo of Namco's big action/RPG at the last Tokyo Game Show and what we saw definitely showed potential. The controls were especially impressive—your character can attack in a couple different ways, duck, dash, jump, cast spells and even block missiles using his shield. Part of the game also has a platformer feel, like jumping between stone slabs that rise and lower over lava or avoiding sprouting spike traps. Combat is real-time, of course, with enemy life bars appearing on the screen as they're hit and defeated monsters dropping money and other items.

Dragon Valor has been announced for the U.S. but no date has been set—look for more on this one in the next few months.



Theme Action/RPG **# of Players** 1
Availability Now **Developer** Namco

KICK
SOME
VIRTUAL
BUTT

Compose a strategy in the training mode

JALECO
ROUND 1
2:44

Compete with actual K-1 fighters

Kick some tail in four different modes

K-1 GRAND PRIX

K-1 Combines Karate, Kenpo, Kickboxing and Kung-Fu in a Single Class Competition.

The new millennium brings a new breed of K-1 tournaments. K-1 Grand Prix offers more realism, more options and more challenge than any other game of its kind.

EVERYONE
E
CONTENT RATED BY
ESRB

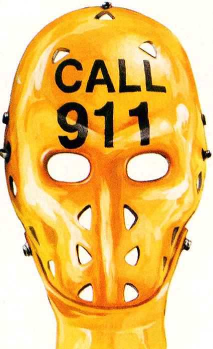
www.jaleco.com

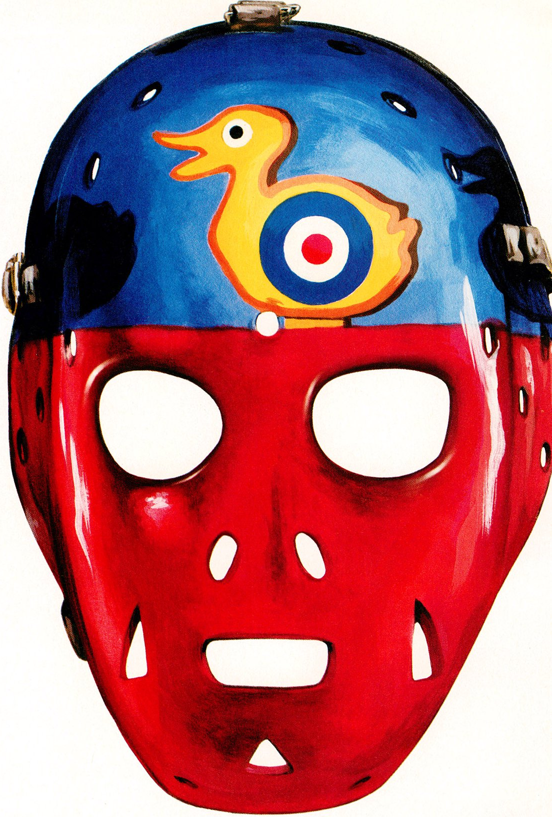
©XING 2000/DAFT ©K-1 2000 Published by Jaleco USA, Inc.
Jaleco and the Jaleco logos are registered trademarks of Jaleco Ltd.
PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.
The ratings icon is a trademark of the Interactive Digital Software Association.

JALECO®

PlayStation

KONAMI ®





Jaromir Jagr. Humbling goalies since 1990.

Blades of Steel and Konami" are registered trademarks of Konami Co., Ltd. NHL and the NHL Shield are registered trademarks of the National Hockey League. All NHL logos and marks and team logos and marks depicted herein are the property of the N
and the respective teams and may not be reproduced without the prior written consent of NHL Enterprises, L.P. © 1999 NHL. All right reserved. NHLPA, National Hockey League Players' Association and the NHLPA logo are trademarks of the NHLPA and
used, under license, by Konami of America, Inc. © NHLPA PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Nintendo 64, Game Boy Color and the 3D "N" logos are registered trademarks of Nintendo o
America, Inc. The ratings icon is a trademark of the Interactive Digital Software Association. © 1999 Konami of America, Inc. All rights reserved.

EVERYONE E CONTENT RATED BY ESRB

NHLPA

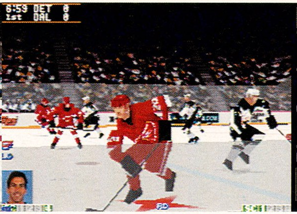
GAME BOY COLOR

NINTENDO64

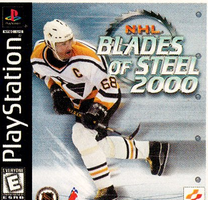
PlayStation ®

3T WLD 0
t NYR 0
KONAMI

Textbook Hockey AI

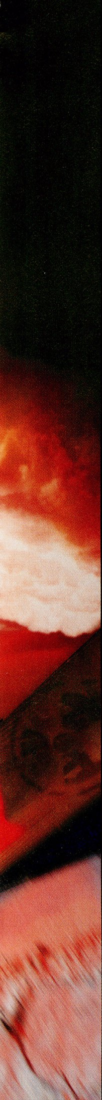

6:59 DET 0
1st DAL 0

NEW Player Graphics


PlayStation
NHL
BLADES OF STEEL 2000
EVERYONE
E
CONTENT RATED BY ESRB
NHLPA
KONAMI

PlayStation
FINAL FANTASY VIII

photo illustration by 2face



Chaos. Destruction. Halted Gordita production. All of this could happen when **the** year 2000 arrives. But before you crawl into the safest **end** of your Y2K bunker to wait out the fall **of** civilization as we know it, you should consider that **the** greatest danger will not be that of the **world** being decimated by war or famine, but rather of apocalyptic boredom. The best way to ensure that you and your loved ones have the entertainment necessary for **survival** is to stock the best PlayStation gifts to go with your canned rations and portable generators. So let us **guide** you into the next millennium, or what little we'll get to see of it, with our choices for your best—and possibly last—shopping spree.

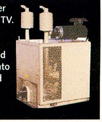
the end of the world survival guide

Adventure

Let's face it: Chances are you may spend the next few months in a cinder block room. Here are a few suggestions to help take you away from it all.

It's a romantic idea, but you wouldn't last long with just your PlayStation and a collection of the best games and peripherals (trust us, we've tried it)—here's seven other essentials to ensure you a long and happy life in your post-Y2K underground gaming bunker.

1. Generator

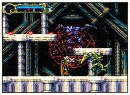


An electric generator is a must for your Y2K shelter—you'll need one with at least enough juice to power your PlayStation and TV. Oh, and you could also use it for other extras like heaters and hotplates, if you're into food and warmth and that kinda stuff.

Metal Gear Solid

If you have to choose just one game to take with you into the drab postapocalyptic world, you can't do much better than Metal Gear Solid. We didn't make it our 1998 Game of the Year for nothing: A solid, intriguing and sometimes humorous story line (with topnotch voice acting, even, so you can hear voices other than your own in the long days ahead) is complemented by deep, multifaceted stealth gameplay. And after you beat the game you can spend endless hours shaving seconds off your time in the VR Training mode. Plus, it hones your stealth skills if you ever need to sneak into a well-guarded food-storage facility.

Castlevania SoTN



Follow the sordid tale of the Belmonts through the ages as you battle the reborn forces of vampiric evil. If you're looking for an expertly updated incarnation of a classic series, Symphony of the Night is your cup of tea (or blood, depending on your tastes): The game takes the side-scrolling, platform-style adventure of the old-school Castlevanias and infuses it with topnotch sprite-based graphics, a beautiful soundtrack and lots of gorgeous special effects. If you hated the older games, it's not likely that Symphony of the Night will convert you—but if you hated the older games, what are you doing playing games anyway, huh?

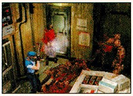
Legacy of Kain: Soul Reaver

Soul Reaver's jaw-dropping graphics, cinematic presentation, unparalleled voice work and slightly twisted story make for a very interesting package overall. It's a lengthy, intriguing quest with a solid assortment of puzzles, which translates into a nicely satisfying gameplay experience. Sure, the ending may seem a bit abrupt, but it just leaves more to the imagination once the game is finished. And finishing is a task that should take awhile, especially if you're planning on hunting down each and every secret. And the game is so beautiful just to look at that you'll be happy to put in the extra hours.

Syphon Filter

Many comparisons have been drawn between Syphon Filter and Metal Gear Solid. Some are certainly valid: Both games place an emphasis on stealth and realistic weaponry, for example. But Syphon Filter focuses more on action, while still retaining the sweeping save-the-world-or-die-trying adventure feel. The mission-based structure makes for lots of variety, both in gameplay and in environment, and the surprisingly good artificial intelligence can make you feel like you're working as part of a real anti-terrorist group. It's a nice, substantial challenge for those long, nuclear winter nights.

Resident Evil 3 Nemesis



If it came down to stocking our bunkers with either this game or Resident Evil 2, we'd have a devil of a time choosing just one. On one hand, RE2 offers a longer, more expansive quest and more replayability—especially the Dual Shock version with its extra gameplay modes. But on the other hand, Nemesis features even more beautiful graphics, bigger and more diverse swarms of zombies and better play control overall. So if you can, grab 'em both. But if you have to choose just one, we'd suggest Nemesis, mainly because the fundamental gameplay is more solid. But hey, you're entitled to your own opinion—it's your bunker, after all.

other notable games

ADVENTURE

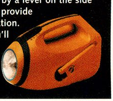
	OPM Rating
RESIDENT EVIL 2 1 Player • Capcom	◎◎◎◎◎
Resident Evil 2 Dual Shock 1 Player • Capcom	◎◎◎◎◎
RIVEN The Sequel to Myst 1 Player • Acclaim	◎◎◎◎◎
Tomb Raider 2 1 Player • Eidos	◎◎◎◎◐
Broken Sword 1 Player • Electronic Arts	◎◎◎◎●
Dino Crisis 1 Player • Capcom	◎◎◎◎●
Heart of Darkness 1 Player • Interplay	◎◎◎◎●
MediEvil 1 Player • SCEA	◎◎◎◎●
Silent Hill 1 Player • Konami	◎◎◎◎●
Tenchu 1 Player • Activision	◎◎◎◎●
Broken Sword II 1 Player • Crave	◎◎◎◐●
Tail Concerto 1 Player • Atlus	◎◎◎◐●
Tomb Raider III 1 Player • Eidos	◎◎◎◐●
Clock Tower 1 Player • Ascii	◎◎◎●●
Echo Night 1 Player • Agetec	◎◎◎●●
Grand Theft Auto 2 1 Player • Rockstar	◎◎◎●●
Herc's Adventures 1-2 Players • LucasArts	◎◎◎●●

Racing

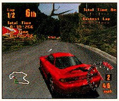
It's going to be a pain in the ass trying to get from one place to another to find fuel, water and other necessities, so you might as well hone your driving reflexes while you can with these driving game gems.

3. Self-powered Flashlight

Throw away those bulky batteries and—wait, actually, don't, you'll probably need them, just not for this handy flashlight. It's self-powered by a lever on the side you can crank to provide hours of illumination. Don't forget, you'll need light to read instruction booklets and of course, OPM.



Gran Turismo



As you might have noticed from our cover, Gran Turismo 2 is almost here, but we just couldn't imagine a racing game category without a mention of this landmark title. If it's out by the time you read this (and it should be), then we strongly suggest that you consider purchasing the sequel based on its lineage alone. Put bluntly, this game offers everything a racing fan could ever want (and GT 2 improves on it all): Hundreds of real cars, gritty realism, and a seemingly infinite amount of depth makes this racer the premiere title for gearheads.

CTR: Crash Team Racing

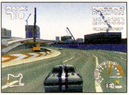
Not every great racing game needs to be centered around destruction or mind-boggling realism—Crash Team Racing simply concentrates on being fun. This character-based racer (featuring Crash Bandicoot, obviously) is one of the best-looking games on the PlayStation, not to mention that it is a blast in any of its single or multiplayer modes. If you want to find a more light-hearted game to help lift the spirits brought down by impending Y2K doom, then look no further than CTR.

GRAN TURISMO
R4 RIDGE RACER TYPE 4
namco
CTR CRASH TEAM RACING
DEMOLITION RACER
Spiritual Sucessor to Destructon Derby 2
ELECTRONIC ARTS
NEED FOR SPEED HIGH STAKES
PlayStation

Need for Speed: High Stakes

Very few people have the luxury of owning a Supercar, and even if they do, there's not much chance of them racing down crowded streets in it (most of the time they keep 'em parked in the garage). In High Stakes you get to do all of that, so you can win the pink slip to your opponent's supercar while also avoiding the cops. If the police get too annoying, High Stakes allows for a unique role-reversal that lets you take control of a police car so you can pass out some of those annoying tickets. This is a great racing game, especially because of its novel play modes. Those who recently got a speeding ticket would probably enjoy it even more.

R4 Ridge Racer Type 4



The Ridge Racer series has long set the standard for PlayStation racing games, ever since it was one of the original launch titles for the system. The latest Ridge Racer looks fantastic, and is a good, arcade-style racing game for casual players to pick up and play. There are hundreds of cars (some of them quite fantastic) in R4 and unlocking them all takes quite a bit of time—almost as much time as we expect we'll have to spend sitting in our bunker as the sky falls around us come Y2K.

Demolition Racer

If you know anyone who wants to practice their post-Y2K commute to work, then this is just the game for them. Demolition Racer is a wicked game that carefully balances racing and willful carnage to create a very fun and challenging high-speed contest. Not all of the game takes place on race tracks, however. Players can get down and dirty in the pits to play a variety of destruction-only modes where the only goal is to survive (and make sure no one else does).

other notable games

RACING

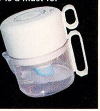
		OPM Rating
Micro Machines	1-8 Players • Midway	◎◎◎◎◎
Moto Racer 2	1-2 Players • Electronic Arts	◎◎◎◎◑
TOCA 2	1-2 Players • Activision	◎◎◎◎◑
Formula 1 '98	1-2 Players • Psygnosis	◎◎◎◎●
NASCAR 99	1-2 Players • Electronic Arts	◎◎◎◎●
Sled Storm	1-4 Players • Electronic Arts	◎◎◎◎●
WipeOut 3	1-2 Players • Psygnosis	◎◎◎◎●
CART World Series	1-2 Players • SCEA	◎◎◎◑●
Championship Motocross	1-2 Players • THQ	◎◎◎◑●
Jet Moto 3	1-2 Players • 989 Studios	◎◎◎◑●
Monaco Grand Prix	1-4 Players • Ubi Soft	◎◎◎◑●
Motorhead	1-2 Players • Fox Interactive	◎◎◎◑●
Rally Cross 2	1-4 Players • 989 Studios	◎◎◎◑●
Rollcage	1-2 Players • Psygnosis	◎◎◎◑●
Test Drive 6	1-2 Players • Infogrames	◎◎◎◑●
Chocobo Racing	1-2 Players • Square EA	◎◎◎●●
Killer Loop	1-2 Players • Crave	◎◎◎●●

Action

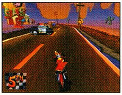
Once the dust has settled, you'll need the skills you can only get from action games—jumping along the piles of rubble, dodging flaming debris, beating back the hordes of mutants after your food, etc. Keep your reflexes honed with these games.

2. Water Purifier

You weren't planning on just tossing away your own urine were you? Recycle it with a purifier! Fresh water is a must for survival; dehydration can lead to seizures, permanent brain damage or death—any of which could interfere with your PlayStation gaming.



Crash 3: WARPED



Naughty Dog didn't mess around on Crash's final platformer (for the current PlayStation at least). Crash 3 perfects many ideas from the earlier games—like the traditional side-scrolling and running into the screen action segments—but also introduces all new jet-ski racing and biplane levels. Cortex, Coco and all the big Crash characters are back; the controls are responsive; the gameplay is familiar but still fun, and the graphics—yowza. Just watching someone play this game can be enjoyable; definitely one of the best-looking, and best-playing, PlayStation games ever.

Point Blank 2

If you have a GunCon gun controller for your PlayStation (and if you don't, you should), you need this game too. With over 70 different contests, two-player compatibility, four difficulty settings, practice, arcade, endurance and even a special Theme Park mode, this collection of shooting gallery mini-games never gets old. The graphics are nothing too special, but that's not the idea—the idea is to let you have a good time and a laugh or two, and Point Blank 2 definitely does that. It's everything a gun game should be: quick thinking, fast reflexes and simple fun.

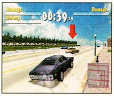
Pac-Man World

Celebrating his 20th anniversary this year, the great yellow round one is back. But make no mistake—this ain't one of them half-assed retro-updates (you heard me, Frogger and Centipede). Pac-Man World is a quality platformer that just also happens to feature some of the most popular and recognizable game characters of all time. Ingenious level designs and great gameplay combine with all the nostalgia you could hope for (power pellets, ghosts and even a version of the classic game that started it all) in one of the best action titles the PlayStation has to offer.

Ape Escape

Most of this game is based on the usual 3D platforming principles—running, jumping and exploration, but then Ape Escape takes everything up a notch. With its truly unique items, weapons and vehicles, you never are doing any one thing long before something new comes along. And as the first title ever to require the Dual Shock controller, Ape Escape doesn't waste it: This game has the best and most innovative controls of any PlayStation game yet. You use the dual analog sticks for everything from swinging your weapon, to rowing a boat, to boxing.

Driver



You probably won't have access to a car after the apocalypse, and even if you did, where would you go? Why not stay in the comfy confines of your underground refuge and play Driver instead? This game has that oh-so-rare and precious thing in the video game industry—an original idea that works. You play an undercover cop posing as a getaway car driver for the mob, so you spend most of your time ripping through the streets, alleys and sidewalks of the city trying to shake the fuzz off your tail. Plenty of extra modes and great graphics round out this exceptional package.

ACTION

	OPM Rating
Klonoa 1 Player • Namco	◉◉◉◉◉
Oddworld: Abe's Exoddus 1-2 Players • GT Interactive	◉◉◉◉◐
R-Type Delta 1 Player • Agetec	◉◉◉◉◐
Spyro 2: Ripto's Rage! 1 Player • SCEA	◉◉◉◉◐
Crash Bandicoot 2 1 Player • SCEA	◉◉◉◉●
Einhänder 1 Player • SCEA	◉◉◉◉●
Elemental Gearbolt 1-2 Players • Working Designs	◉◉◉◉●
G.Darius 1-2 Players • THQ	◉◉◉◉●
Ghost in the Shell 1 Player • THQ	◉◉◉◉●
G-Police 2 1 Player • Psygnosis	◉◉◉◉●
Medal of Honor 1-2 Players • Electronic Arts	◉◉◉◉●
Metal Gear Solid VR Missions 1 Player • Konami	◉◉◉◉●
Quake II 1-4 Players • Activision	◉◉◉◉●
RC Stunt Copter 1-2 Players • Titus	◉◉◉◉●
Rising Zan 1 Player • Agetec	◉◉◉◉●
Vigilante 8 1-2 Players • Activision	◉◉◉◉●
WWF Attitude 1-4 Players • Acclaim	◉◉◉◉●

Fighting

You're not gonna get a whole lot of exercise living in an underground cinder block room, hiding from the Y2K troglodytes, so why not at least keep your thumbs fit with some fast-paced fighting action.

Tekken 3

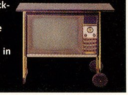
Tops on the greatest fighters list has to be the third installment of the Iron Fist tournament. With Tekken 3, Namco firmly established itself as a true powerhouse of brawlers. The fighting engine is super-deep, with multiple stances, all kinds of combo possibilities and well-balanced characters, and the graphics are excellent. Easy to pick up but incredibly difficult to master with even one character, Tekken 3 deserves a spot on every bunker shelf.

Soul Blade

These days everyone may be talking about Soul Calibur (the sequel to Soul Blade), but let's not forget the game that started it all. Soul Blade may be over three years old, but in most important ways it still holds up. The different slashes, reversals, sidestepping and combos of this unique weapon-based fighter, plus extras like team battle, survival and time attack modes, earn it a place alongside Tekken3 and SFA3 in any fighting game collection.

4. Television

Well of course you need a TV, what else are you going to hook your PlayStation into? It shouldn't just be any old TV though; try to get one sturdy enough to withstand shockwaves, earthquakes and the impact of controllers thrown in frustration.



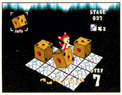
Street Fighter Alpha 3

2D fighters have not fared well on the PlayStation. Even Capcom, the acknowledged experts in the field, couldn't get their games to run smoothly—until SFA3. Alpha 3 has everything a Street Fighter fan could want both in selection of characters and style of play. The added World Tour mode elevates the home version to something special. Suffice it to say, Alpha 3 is not only the best 2D fighter out for the PlayStation, it's simply one of the best fighters on any system, period. A must-have.

Puzzle

These are the purest form of mind games. Use them to keep your mind—as well as your reflexes—sharp in spite of the sterile environment you'll inhabit during the coming months.

Devil Dice



This game combines the frenzy of Puzzle Fighter with the cerebral challenge of Roll Away. Like any good puzzle game, the concept is deceptively simple: Flip dice so that the denominations showing match up in groupings equal in size to that denomination. But the game's a lot more challenging than it sounds, especially once the pace starts to heat up. A great game, either multiplayer or solo, and our 1998 Puzzle Game of the Year.

Roll Away

While Puzzle Fighter is an example of the popular classification of "puzzle games," Roll Away is a puzzle game in a more literal sense: You maneuver a self-propelled ball through convoluted, mind-bending 3D mazes populated with all manner of hazards in a race against the clock to reach the exit. To succeed, you'll need to be able to think in three dimensions and throw the concept of gravity out the window. It's a great time-filler.

Super Puzzle Fighter

While this may not be the best choice to stock a bunker built for one, if you have at least one other human around there are few more addictive, time-consuming, frantic two-player competitions than those found in Puzzle Fighter: Assemble giant colored gems, then detonate them to rain down destruction upon your opponent. And it's lighthearted enough—even down to the Capcom-mocking title—to distract you from the lifeless landscape outside.

FIGHTING

	OPM Rating
Dead or Alive 1-2 Players • Tecmo	◎◎◎◎◐
Bloody Roar 2 1-2 Players • SCEA	◎◎◎◎○
Darkstalkers 1-2 Players • Capcom	◎◎◎◎○
Destrega 1-2 Players • Koei	◎◎◎◎○
Rival Schools 1-2 Players • Capcom	◎◎◎◎○
Street Fight EX Plus Alpha 1-2 Players • Capcom	◎◎◎◎○
Bushido Blade 2 1-2 Players • Capcom	◎◎◎◐○
Ehrgeiz 1-2 Players • Square EA	◎◎◎◐○

PUZZLE

Ballistic 1-2 Players • Infogrames	◎◎◎◎○
Bust-A-Move 4 1-2 Players • Natsume	◎◎◎◎○
Mr. Domino 1-2 Players • Acclaim	◎◎◎◐○
Intelligent Qube 1-2 Players • SCEA	◎◎◎○○
Shanghai: True Valor 1-2 Players • Sunsoft	◎◎◎○○
The Next Tetris 1-2 Players • Hasbro	◎◎◎○○
Hello Kitty's Cube Frenzy 1-2 Players • NewKidCo	◎◎◐○○
Lode Runner 1-2 Players • Natsume	◎◎◐○○

Misc.

Since you're probably going to be living on rations of canned beans, stale bread and water, you're gonna need to find variety elsewhere. After all, man can't live on fighting games alone.

5. Stungun

Food and shelter aren't going to be the only things prized after the crap hits the fan—your PlayStation setup is going to be looking awfully good to all the bored mutants, ape-people, giant ants or whatever it is that's out there. Better grab one of these 500,000 volt stun-guns to protect it.

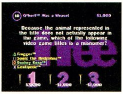
PaRappa the Rapper

By now most longtime PlayStation owners have already enjoyed this small masterpiece, but for those few who have yet to experience the bizarre joy that's PaRappa, you're in for quite a trip. While UmJammer Lammy, the game's sequel, is out too, we still prefer the original due to its memorable songs and uniquely lovable characters. Moreover, the positive message of the game should provide more than enough cheer to cure the millennial blues. You gotta believe!

MTV Music Generator

Just as the millennial mob begins to close in on your house, you grab your favorite CDs, shove 'em in your bag with your PlayStation goodies and make a mad dash for the bunker. After settling in, you pop on your headphones and grab some music...WHA—?!? You grabbed your mom's Kenny G. collection by mistake?! Well, don't despair, because you've got MTV Music Generator, one of the most robust yet user-friendly music creation programs out there. Compose your own tunes from scratch, or build them from a vast selection of sound samples. Plus, you can even create your own rudimentary music videos.

You Don't Know Jack



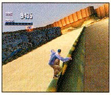
Because the animal represented in the title does not actually appear in the game, which of the following video game titles is a misnomer?

Sure, there are several other topnotch game show-style games for the PlayStation (Jeopardy! and Wheel of Fortune, for example), but if you're stuck in a bunker with nothing but canned goods and ugly kin, you're going to need more than Alex and Vanna to wile away the hours. You're gonna need humor, attitude, edge—qualities that YDKJ has in spades. Brilliant questions, brilliant patter from host Raoul, brilliant all around, YDKJ may be the ultimate party quiz game.

Namco Museum vol. 3

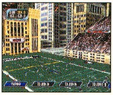
By the time you read this, the world may be on the verge of disaster, with civilization about to fall into a sharp decline. So what better way to build hope for a new future than to look back at the glories of a bygone era? Ms. Pac-Man, Galaxian, Dig Dug...and a handful of some crappy games from the '80s. Still, three classic, eminently replayable games ain't bad, especially at the low price of just $20. And along with the arcade-perfect ports you get a snazzy history lesson and details on the making of these games.

Tony Hawk's Pro Skater



For years, Tony Hawk has been one of the best skaters to ever live, and now he has the legacy of having the best skateboard game to ever grace the PlayStation. While it isn't a hardcore skating simulation, Pro Skater is a game heavy on adrenaline but balanced with just enough realism. The incredibly deep trick system and intuitive controls make it an all-out blast to play, especially because of the freedom and variety the game's different levels provide. Regardless of whether someone likes skateboarding or not, if they like games, they'll definitely like Tony Hawk's Pro Skater.

NFL Blitz 2000



If you want to give someone a glimpse at what the future of sports might hold, NFL Blitz 2000 is by far the best PlayStation example. This seven-on-seven football game has no rules, no mercy and lots of action—just like a postapocalyptic society! This game has reinvented sports action games, and the 2000 edition offers plenty of new features (more plays, a defensive play editor, updated teams) not found in the arcade version. Consider this a high-octane alternative to Madden.

other notable games

MISC.

Game	Players • Publisher	OPM Rating
Bust a Groove	1-2 Players • 989 Studios	◉◉◉◉○
Jeopardy!	1-3 Players • Hasbro Int.	◉◉◉◉○
Wheel of Fortune	1-3 Players • Hasbro Int.	◉◉◉◉○
Chessmaster II	1-2 Players • Mindscape	◉◉◉○○
Um Jammer Lammy	1-2 Players • SCEA	◉◉◉◐○
Vegas Games 2000	1-4 Players • 3DO	◉◉◉◐○
Irritating Stick	1-2 Players • Jaleco	◉◉◉○○
Monopoly	1-4 Players • Hasbro Int.	◉◉◉○○
Arcade's Greatest Hits: Atari	1-2 Players • Midway	◉◉◐○○
Konami Arcade Classics	1-2 Players • Konami	◉◉◐○○
Arcade's Greatest Hits: Midway	1-2 Players • Midway	◉◉◐○○

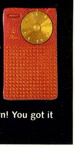
SPORTS

Game	Players • Publisher	OPM Rating
FIFA 2000	1-8 Players • Electronic Arts	◉◉◉◉◉
Triple Play 2000	1-2 Players • Electronic Arts	◉◉◉◉◐
Contender	1-2 Players • SCEA	◉◉◉◉○
Cyber Tiger	1-4 Players • Electronic Arts	◉◉◉◉○
International Track & Field 2000	1-4 Players • Konami	◉◉◉◉○

Sports

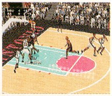
Who'll win the Super Bowl in 2000? The NBA Finals? We may never find out due to the inevitable Y2K destruction, but if you have a PlayStation and these sports games stowed away in your bunker, you'll be able to predict next year's champions and beyond.

6. Transistor Radio



You need some way of knowing when it's safe to leave your bunker, so be sure to bring...hmm, wait a second. You got your PlayStation, food and water...why would you ever want to leave? Who cares what's going on in the outside world, let it burn! You got it made! Scratch this one.

NBA Live 2000



The NBA East may look like it has already gone through an apocalypse, but that doesn't mean that someone can't take one of those teams and make them rise from the ashes. Just think of how quickly they would turn things around if you put Michael Jordan on their team. Live is the only game with Jordan, and you can play him one-on-one or with the game's classic teams. This is the only really good hoops game on the PlayStation, so it's a no-brainer for basketball fans.

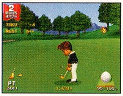
NBA LIVE 2000
NHL FACEOFF 2000
TONY HAWK'S PRO SKATER
MADDEN 2000
Hot Shots GOLF
"...This game is a blast!"

NFL BLITZ 2000

NHL FaceOff 2000

This one was a tough one to call, but 989 Sports' hockey game narrowly edged the deeper and longer-established NHL 2000 because it had better gameplay—and in the end (of the world), that's all that counts. FaceOff is an excellent hockey game that has a host of stats, features and a great hockey atmosphere that will remind hockey fans of the days when their favorite arena was still left standing.

Hot Shots Golf



EA's CyberTiger is good, but it doesn't quite measure up to the brilliance that Hot Shots Golf brings to the links. Hot Shots is a great party game that makes golf easy and fun to play—even to those who shudder at the thought of picking up a bag of clubs. The single-player mode will keep players glued to the set for hours. The sequel to this game will be coming to stores on March 7, but we had to recommend this one anyway. Besides, who can guarantee that any stores will be left standing after Jan. 1?

Madden NFL 2000

In preparation for the end of the world, EA Sports seemingly saved their best effort for what could be their last football game—Madden NFL 2000.

By providing a realistic simulation mode, and a easy-to-learn Arcade mode, Madden NFL 2000 is the one football game that truly caters equally as well to both audiences. So if you want to see the Super Bowl, this may be your only chance, since the real one takes place in January of 2000. And even Las Vegas won't place good odds of that happening.

Knockout Kings 2000 1-2 Players • Electronic Arts	◎ ◎ ◎ ◎ ○
MLB 2000 1-2 Players • 989 Studios	◎ ◎ ◎ ◎ ○
NCAA Football 2000 1-8 Players • Electronic Arts	◎ ◎ ◎ ◎ ○
NFL GameDay 2000 1-4 Players • 989 Studios	◎ ◎ ◎ ◎ ○
NHL 2000 1-8 Players • Electronic Arts	◎ ◎ ◎ ◎ ○
Pool Hustler 1-8 Players • Activision	◎ ◎ ◎ ◎ ○
Ultimate 8-Ball 1-16 Players • THQ	◎ ◎ ◎ ◎ ○
X Games Pro Boarder 1-2 Players • ESPN D. Games	◎ ◎ ◎ ◎ ○
Bass Landing 1-2 Players • Agetec	◎ ◎ ◎ ◐ ○
Brunswick Circuit Pro Bowling 1-2 Players • THQ	◎ ◎ ◎ ◐ ○
MTV Sports: Snowboarding 1-2 Players • THQ	◎ ◎ ◎ ◐ ○
Animaniacs Ten Pin Alley 1-8 Players • ASC	◎ ◎ ◎ ○ ○
Cool Boarders 4 1-4 Players • 989 Studios	◎ ◎ ◎ ○ ○
Fisherman's Bait 2 1-2 Players • Konami	◎ ◎ ◎ ○ ○
NCAA GameBreaker 2000 1-4 Players • 989 Studios	◎ ◎ ◎ ○ ○
NHL Championship 1-8 Players • FOX Sports	◎ ◎ ◎ ○ ○
Tennis Arena 1-2 Players • Ubi Soft	◎ ◎ ◐ ○ ○

RPG

Since all those little annoyances society forces on us—work, school, wearing clothes, showering—will be out the window when the world goes to hell, there will finally be enough time to enjoy the top RPGs:

7. Food Rations

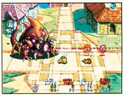
The ads say that the "tasty flavor" of these rations "appeals to young and old alike," but don't be fooled—they taste like dirt and even dogs would rather starve than touch them. Still, they take no time to prepare and just a minute or so to eat, so you can get back to your PlayStation, and that's what's really important, right?

Final Fantasy VII

Cloud
Cait Sith
Barret
Attack
Sense
Magic
Summon
Item

Even with the incredible part VIII in stores, Final Fantasy VII still holds up. How does it do it? Take your pick: memorable characters like Cloud, Tifa and Sephiroth, more awesome mini-games than any other RPG (motorcycle rides, snowboarding, chocobo breeding and racing, and more), sharp graphics and a massive, epic quest spanning three CDs. If you still need a reason after all that to check out FFVII, it's now part of the greatest hits collection, so you can pick it up for about $20. An oldie but a goodie.

Lunar Silver Star Story



Originally released for the doomed Sega-CD format, Lunar found new life on the PlayStation, and as much more than a simple re-release. The graphics, while still in the same classic hand-drawn 2D style of the original, have been completely updated to take advantage of the PS's advanced resolution and color pallete, the music is all new, and even the story has been tweaked and altered. But Lunar's best feature would be have to be combat—simple to learn but deep enough to allow for advanced strategies. Old-timers and RPG newbies alike shouldn't miss this one.

GREATEST HITS
PlayStation
FINAL FANTASY VII
SQUARESOFT
LUNAR
SILVER STAR STORY
COMPLETE
Star Ocean
FINAL FANTASY VIII
SQUARESOFT
GRANDIA
GAME ARTS

Star Ocean the second story

What separates Star Ocean from most other RPGs is the ambitious scope of the game—it is just immense, not only in its size but also in its depth. The options are almost overwhelming: Your characters can create items and weapons, train in specific skills like Mineralogy, Herbal Medicine or combat techniques, even prepare their own food for their travels! A great battle system, branching story line and a number of different endings make this an especially attractive game to RPG fanatics who aren't above playing through a game this massive more than once.

Final Fantasy VIII

If you have to grab just one RPG before you close the airtight seal on your bunker, this should be the one. Final Fantasy VIII does just about everything right. Start with some of the best graphics ever on the PlayStation, including super-smooth animation, mind-blowing effects and movie-quality FMV. The story keeps you guessing and interested, and the gameplay is classic Final Fantasy with a number of new twists that all work. The card collecting/battling game within the game alone can keep you occupied for hours—FFVIII is a necessity for any RPG fan.

Grandia

If you really want to kill a lot of time, Grandia may be your best bet; this game is two huge CDs of some of the best role-playing the PlayStation has ever seen. The battle system is an interesting mix of real-time and turn-based systems, not quite like any other RPG before or since. The graphics are also unique—sprites, polygons and anime combined in one stylish and colorful package. Other highlights include a deep character building system that keeps skill levels for all your spells, weapons and special attacks, and huge dungeons filled with traps and puzzles.

other notable games

RPG

Final Fantasy Anthology
1 Player • Square EA .... ◎ ◎ ◎ ◎ ◐

Diablo
1-2 Players • Electronic Arts .... ◎ ◎ ◎ ◎ ●

Legend of Legaia
1 Player • SCEA .... ◎ ◎ ◎ ◎ ●

Parasite Eve
1 Player • Square EA .... ◎ ◎ ◎ ◎ ●

Suikoden II
1 Player • Konami .... ◎ ◎ ◎ ◎ ●

Tales of Destiny
1 Player • Namco .... ◎ ◎ ◎ ◎ ●

Thousand Arms
1-2 Players • Atlus .... ◎ ◎ ◎ ◎ ●

Xenogears
1 Player • Square EA .... ◎ ◎ ◎ ◎ ●

Breath of Fire III
1 Player • Capcom .... ◎ ◎ ◎ ◐ ●

Jade Cocoon
1 Player • Crave .... ◎ ◎ ◎ ◐ ●

STRATEGY

Kagero Deception II
1 Player • Tecmo .... ◎ ◎ ◎ ◎ ◐

Risk
1-4 Players • Hasbro .... ◎ ◎ ◎ ◎ ●

Command & Conquer Red Alert
1-2 Players • Virgin .... ◎ ◎ ◎ ◐ ●

Worms Armageddon
1-4 Players • Hasbro .... ◎ ◎ ◎ ◐ ●

Vandal Hearts II
1 Player • Konami .... ◎ ◎ ◎ ◐ ●

Strategy

You'll need to be able to organize if you're to survive in a technology-free environment. These games are sure to make an ad hoc commander out of anyone.

FINAL FANTASY TACTICS
CIVILIZATION II
WARZONE 2100
PlayStation
SQUARESOFT
MICROPROSE
ACTIVISION
EIDOS

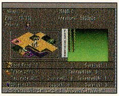
Final Fantasy Tactics

While some may classify this as an RPG, the focus here is far more on strategy than in standard RPGs. While completely deserving of the Final Fantasy name, Tactics lost a few points in our review as a result of its almost overwhelming complexity. Fortunately, this kind of depth is just the thing to help get your mind off your cinder-block surroundings, and the almost chess-like strategic elements will keep the ol' grey matter in top shape.

Warzone 2100

The lackluster PS translations of C&C, Dune 2000 and WarCraft II left a space for this dark horse to muscle into the real-time strategy neighborhood. The game includes lots of innovative features, like the ability to research new technologies and design your own vehicles. And while the frame-rate may make Warzone's 3D engine a bit harder to look at than your average RTS, the solid gameplay more than makes up the difference.

Civilization II



So all the world's computers are now useless hunks of metal and mankind has regressed to almost primitive levels. What better game to have with you than one that teaches you how to build and maintain civilization from the ground up? Sid Meier's PC classic made a surprisingly credible transition to the PlayStation, and stands as one of the most complex strategy titles available for any system. A serious challenge, but well worth the effort.

The Ultimate Sacrifice

"If you could pick only ONE PlayStation game to take into your Y2K bunker, what game would it be?" That's the question we posed to our review crew. Here are their answers:

Kraig Kujawa

I'm a professed sports nut, so if I had to pick one game to tide me through the Y2K doom it would have to be Madden NFL 2000. Now before you throw things at me for not picking some 70-hour-long RPG or a game where you have to unlock 200 cars, consider the limitless multiplayer action. And the Franchise mode allows me to own a team for years and years.

Joe Rybicki

My choice would have to be Star Ocean: The 2nd Story, perhaps the most needlessly deep game on the PlayStation. There's this huge quest with 80 different endings. And then they throw in the most robust set of abilities this side of Ultima Online: You can forge weapons, mix potions and even cook food. It's enough to keep anyone busy through the whole next millennium!

Mark MacDonald

Although my first choice was Final Fantasy Anthology–two huge games in one I know I could play over and over–I realized a puzzle game would really last the longest, so I'd have to make my pick Devil Dice. Single or multiplayer, it's my favorite PS puzzle game by far, and you can play it for months and months without it ever getting old.

Wataru Maruyama

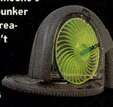
Wat got a weird look in his eye and disappeared just after we mentioned the whole Y2K thing, so we aren't exactly sure what his pick would be. But we'd guess "The Professor" would choose the RPG/dating sim Thousand Arms, to insure that his slick playboy charm and smooth moves would survive the disaster and remain razor sharp for when he re-emerged.

Peripherals

You already know you need an arsenal of Dual Shocks and Memory Cards. In fact, when it comes to joypads and cards, we recommend that you stick with the first-party stuff. Why? Simple, nothing beats the control and comfort provided by the Dual Shock, and third-party memory cards are just too unreliable. That said, there are few other peripherals that we recommend to help ease you into the next century.

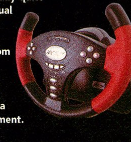
You won't be able to shoot down any pesky Y2K bugs with a light gun, but it'll definitely add to your gaming fun. The best, most accurate light gun for the PlayStation is Namco's **GunCon**, which comes packaged with Point Blank 2, one of our top Y2K picks.

After a lull in production of games that support more than two players (aside from sports titles), we're finally seeing new top-tier titles that offer three- to four-player action. For that, you need to stick with Sony's **Multitap**, because third-party ones are notorious for being temperamental.



Accidents happen...someone's bound to trip in the bunker and scratch up your treasured games. But don't despair—Digital Innovation's **GameDoctor** will whisk almost any nick right out of that disc.

Certain types of games call out for that classic control you can only get from a joystick. For fighting games and shooters, you can't go wrong with Blaze's **Pro Shock Arcade Joystick.**



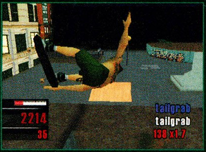
While we're generally quite happy using the Dual Shock in racing games, the **GT2 Steering Wheel** from Pelican is well-designed and provides tight enough control to make it a worthwhile investment.

Finally, if you're stuck in a bunker for eternity, mono sound and tinny TV speakers just won't cut it. You'll need SpectraVideo's **Screenbeat Sound Station**. Check out this month's g.e.a.r. for the full review.

switch
1877
190
switch frontside kickflip

select to
start run
fs boardslide
boardslide
144 x1.5

Supreme
REAL
haze
ollie
fs 50-50 grind
50-50 grind
select to
start run
212 x1.7


2214
35
tailgrab
tailgrab
138 x1.7

Over 100 tricks to pull.

Legendary skate spots including China Banks, the Venice Beach Pavilion, Brooklyn Banks and more.

5 competitive multiplayer and tournament modes.

The best video game soundtrack ever compiled featuring.....

SUGAR HILL GANG

GRANDMASTER FLASH

RUN DMC

PUBLIC ENEMY

ULTRAMAGNETIC MC'S

STETSASONIC

A TRIBE CALLED QUEST

EPMD

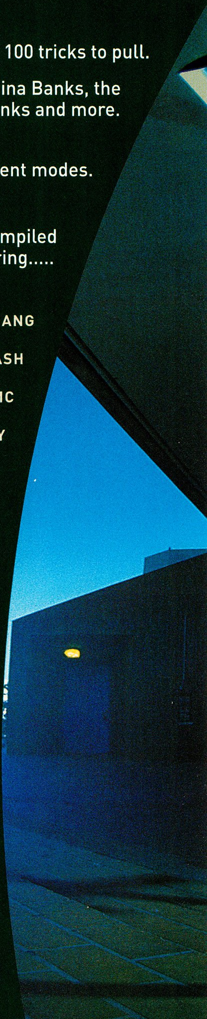
AFRIKA BAMBAATAA

ERIC B & RAKIM

GANG STARR

AND MORE...

PlayStation
THRASHER
PRESENTS
SKATE AND DESTROY
EVERYONE
E



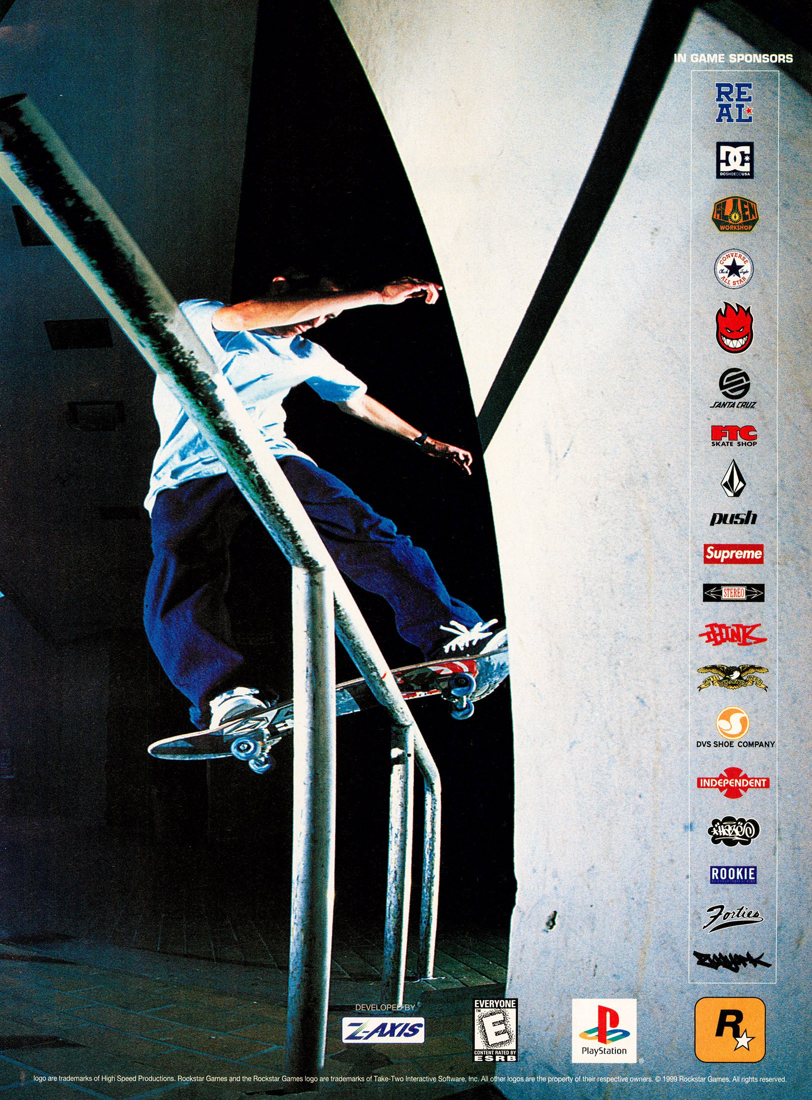
THRASHER

PRESENTS

SKATE AND DESTROY

www.skateanddestroy.com

PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment, Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Z-Axis and the Z-Axis logo are trademarks of Z-Axis. Thrasher and the Thrasher



IN GAME SPONSORS

REAL
DC SHOE CO USA
ALIEN WORKSHOP
CONVERSE ALL STAR
SANTA CRUZ
FTC SKATE SHOP
push
Supreme
STEREO
ANTI HERO
DVS SHOE COMPANY
INDEPENDENT
ROOKIE
Forties

DEVELOPED BY
Z-AXIS

EVERYONE
E
CONTENT RATED BY ESRB

PlayStation

logo are trademarks of High Speed Productions. Rockstar Games and the Rockstar Games logo are trademarks of Take-Two Interactive Software, Inc. All other logos are the property of their respective owners. © 1999 Rockstar Games. All rights reserved.

Reviews

The final word—official and unbiased

Meet the Critics

Kraig Kujawa

Editor-in-Chief

Mark doesn't know it, but you all really do hate him! When he first arrived here over a year ago, Kraig coddled him by having all negative Mark mail sent to a secret Swiss e-mail account. When the time comes (salary review time), he will present it all to him.

Favorite Genres: Sports, Strategy
Current Favorites: TM4, NBA Live 2000
Can't Wait For: Madden PS2 (in the works!)

Joe Rybicki

Deputy Editor

Always happy to oblige, Joe spent much of the month composing and refining a series of progressively more hate-filled e-mails for Mark's reading pleasure. It warms the heart to see teamwork in action.

Favorite Genres: Adventure, RPG, Puzzle
Current Favorites: MTV Music Generator, Gran Turismo 2, Gallop Racer, the Refreshments
Can't Wait For: Munch's Oddysee, Dark Cloud

Wataru Maruyama

West Coast Editor

It's weird, but the first PS2 game Wat wants is Drum Mania which is the least technically impressive game launching with the Japanese hardware. Due to some patent rights, Konami won't be able to release the game here. Go figure.

Favorite Genres: Fighting, Racing, Adventure
Current Favorites: K-1 Grand Prix, TOCA2, Smurfs
Can't Wait For: Vampire Hunter D, The Bouncer

Mark MacDonald

Associate Editor

After playing Shadow Tower for two days straight, Mark muttered something about the pointlessness of existence, relinquished all his worldly possessions, and walked out of the office. We're not sure if he's coming back. If you see him, please let us know. Did we mention he was naked?

Favorite Genres: Action, Adventure, RPG
Current Favorites: Tomba! 2, Dew Prism
Can't Wait For: Dragon Quest VII, Syphon Filter 2

Why don't you hate me?

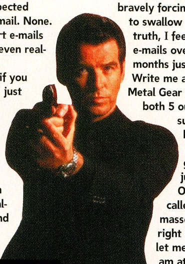
by *mark_macdonald@zd.com*

In the little over a year since I have been working here at *OPM*, almost all my expectations of what it would be like to be a video game "journalist" have been met. The long hours, the sore thumbs, the overabundance of action figures and idiotic gizmos, the inevitable monthly soul-sucking roller-coaster ride straight into the deepest parts of hell that is deadline...

Sorry, where was I? Oh yeah—just about everything has been how I expected except for one thing: no hate mail. None. Well, all right, maybe two short e-mails at the most, but they weren't even really that angry. This bothers me.

See, I'm a firm believer that if you are doing something right and just and good and true there will always be people out there who want to take you down. Think about Abraham Lincoln, Mother Teresa, or Mr. "Please don't squeeze the Charmin" Whipple. All of them despised, hunted, and eventually killed for telling the truth and doing what they believed in. Except for Mother Teresa, everyone loved her and she died of natural causes. And I'm not sure about Mr. Whipple. Actually, Lincoln's not really a great example either, but he did get shot.

The point is not getting any hate mail makes me feel like I'm not doing my job as a game reviewer. I know that a lot of people have irrational, freakish and often entirely unhealthy affection or hatred for certain games; as someone whose job it is to criticize or praise these games in public, bravely forcing the ignorant masses to swallow the bitter pill of truth, I feel like two dinky e-mails over the course of 14 months just doesn't add up. Write me about how giving Metal Gear and Final Fantasy VIII both 5 out of 5 shows I'm a sucker for hype. Or how Shadow Tower is actually the greatest game of all time and I just don't understand. Or about how I just called you all "ignorant masses"—my e-mail is right above this piece. Just let me know how terrible I am at my job so I know that I'm doing it right.



Games Reviewed

40 Winks....108
Bass Rise....109
Blades of Steel....106
Clock Tower 2....100
Formula One '99....104
Gallop Racer....110
Glover....110
Intellivision Classics....110
K-1 Grand Prix....109
Midway Arcade Party Pak....111
Missile Command....103
Mission: Impossible....108
MTV Music Generator....107
NBA In the Zone 2000....102
NBA Live 2000....98
NBA Showtime on NBC....102
NCAA Final Four 2000....106
Q*bert....103
Scrabble....111
Shadow Tower....109
South Park: C.L.S....107
SuperCross Circuit....111
Tomorrow Never Dies....94
Toy Story 2....96
Twisted Metal 4....92
V-Rally 2 Need For Speed..104
Wu-Tang: Shaolin Style....98
X-Files....100

Box Score

It doesn't get much more simple yet effective than *OPM*'s five-disc rating system. Very few games are lucky enough to get our golden five-disc salute, but if one does, be sure to pick it up!

●○○○○ We'd rather sponge bathe old people than play this game.

●●○○○ Below average. There are fundamental flaws with this game; get something better.

●●●○○ A good title. It's a fun game with some flaws that can be overlooked.

●●●●○ Definitely a topnotch game. Very good and well worth your time.

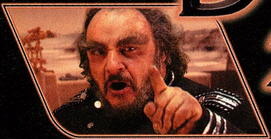
●●●●● Fabulous! These are the games that really make you proud to own a PlayStation.

THE CREATORS OF COMMAND & CONQUER™ ARE TURNING UP THE HEAT.

TEEN T CONTENT RATED BY ESRB

PlayStation

DUNE™ 2000



- Real-time strategy blended with blazing action
- Sharp, 3D terrain with true elevation
- Play three distinct sides across 30 missions
- Dozens of 3D-modeled units specific to each side
- Solo play, head-to-head, or skirmish versus the AI
- Pulsing cinematics and soundtrack

©1999 Electronic Arts. Westwood Studios and Electronic Arts are registered trademarks of Electronic Arts in the U.S. and/or other countries. Westwood Studios is an Electronic Arts™ company. Dune™ ©1999 Dino De Laurentiis Corporation licensed by Universal Studios Licensing, Inc. Playstation and the Playstation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

Westwood™ STUDIOS
www.westwood.com

Symptoms of Fear:

Perspiration

Dilation of Pupils

Trembling

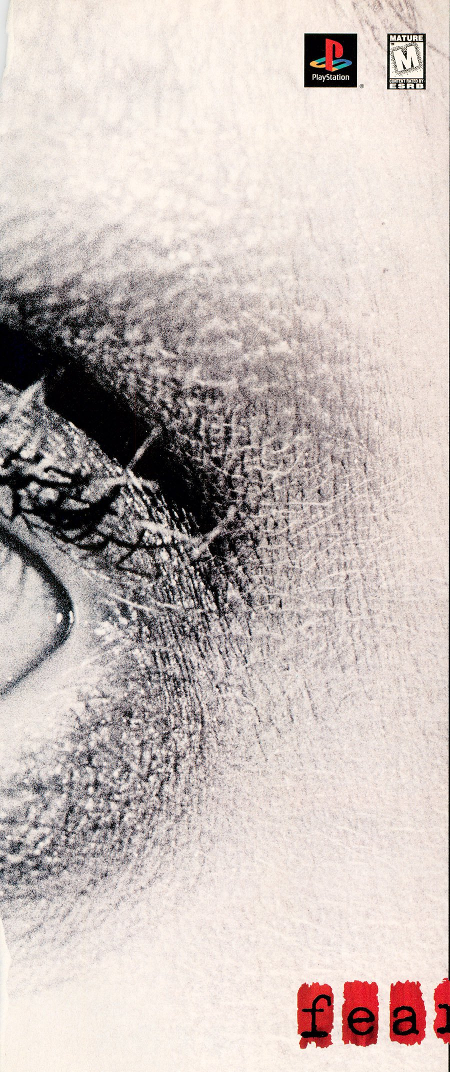
Nausea

Loss of Appetite

Dry Mouth

Remember, the only thing to fear is fear itself. Especially in this deadly mercenary mission where your own emotional responses determine what happens next. So go ahead, make your move. Just be sure to keep your fear in check.

EIDOS, EIDOS INTERACTIVE, and the EIDOS INTERACTIVE LOGO are all registered trademarks of Eidos Interactive.Fear Effect is a trademark of Eidos Interactive. PlayStation and the PlayS



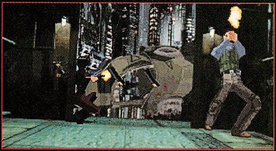
PlayStation

MATURE M CONTENT RATED BY ESRB

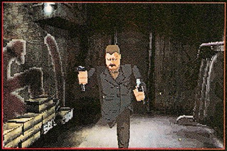
KRONOS DIGITAL ENTERTAINMENT INC.

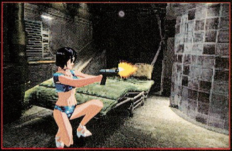
EIDOS INTERACTIVE

eidos.com

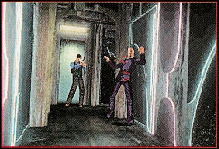


NON-INTERRUPTED GAMEPLAY for more debilitating action and power. Comes in handy for the **THREE RUTHLESS MERCENARIES** whose destinies you control.





MOTION FX TECHNOLOGY. Pre-rendered, fully animated backgrounds creating a frighteningly real world.



Breakthrough **SUSPENSE/ACTION ADVENTURE** game. Beyond your realm of fear. Beyond any 3rd person game created.

fear effect™

It can recognize your fear. Can you?

s are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

RATING PENDING
RP
CONTENT RATED BY ESRB

1~8 Players
Memory Card 1 block
Analog Control Compatible
Vibration Function Compatible

Developer	989 Studios
Publisher	989 Studios
Genre	Action

Twisted Metal 4

SUPER THUMPER
ENEMIES
TURBO
HOMING

PlayStation

Sweet Tooth rejuvenates this once-tired series

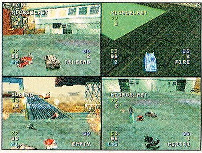
After last year's Twisted Metal 3 turned out to be such a disaster, 989 Studios was forced to circle their wagons (or Sweet Tooth ice cream trucks in this case), and rethink their approach to what is arguably their most important franchise. Unlike most last-ditch efforts, this one worked—big time.

This year's Twisted Metal focuses on the series' iconic character, Sweet Tooth (the fiery-maned clown with a demonic laugh), and his taking over the tournament and shaping it into his own vision. The game's lengthy intro sets the tone by showing how he became a part of the Twisted Metal tournament—and trust me, these days I don't mention opening cinemas unless they are as interesting as this one is. Let's just say they took a very uniquely antique approach to things.

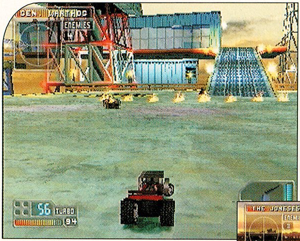
Since he's The Man behind it all now, Sweet Tooth is no longer selectable among the game's playable vehicles and neither are most of the previous game's characters for that matter (although we're sure there's a code for that somewhere). Instead, almost the entire list of playable vehicles has been replaced with a much more compelling list of participants. Besides, if you don't like any of them, TM4 offers a great car creator that lets you put together your own battle wagon by piecing together a variety of makes, stylings and special weapons.

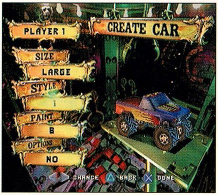
The biggest improvements over last year's game lies with the improved, streamlined gameplay that keeps everything moving at a brisk and smooth pace. The levels do a good job (most of them, anyway) of keeping conflict at a maximum without being claustrophobic and overbearing. Also, many of the weapons have been altered to either look or behave better. Sometimes these snazzier effects seem to bog the game down a bit when a lot is going on, particularly in multiplayer.

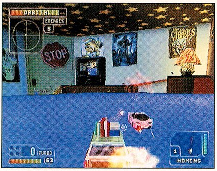
That problem may be annoying at times, but it doesn't make this game any less fun. If you hated TM3, pick Twisted Metal 4 up—it will remind you why this was such a popular PlayStation franchise for so long. *—Kraig Kujawa*

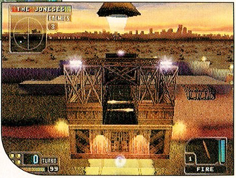


Up to eight players are supported (via link cable), but to be honest, the four-player mode is so sluggish, it's almost unplayable. As in other TMs, the two-player runs just fine (above).









Some levels let you interact with the environment, such as this magnet that you can use to pick up cars and drop them into a nearby furnace (above).

Box Score

Pros

- Recaptures the previous Twisted Metal magic
- Great licensed music (Rob Zombie, etc.)
- Create-a-car feature
- Lots of play modes and options

Cons

- Slows down during massive carnage
- 4-8-player mode is useless

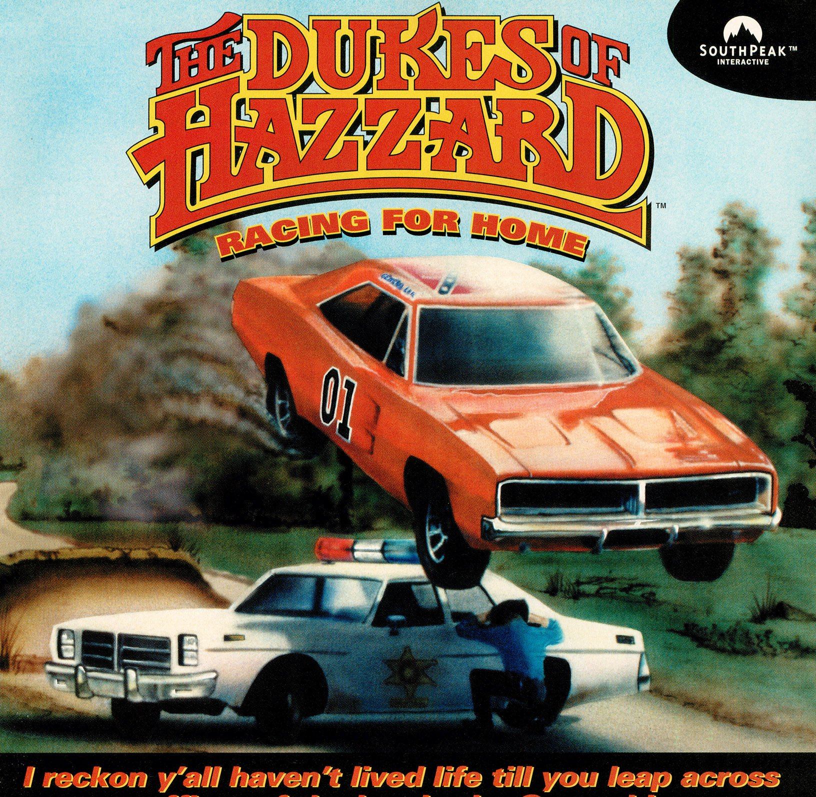
> "If you hated Twisted Metal 3, pick Twisted Metal 4 up—it will remind you why this was such a popular PlayStation franchise for so long."

Official U.S. PlayStation Magazine

●●●●○

Rating

SOUTHPEAK™
INTERACTIVE



I reckon y'all haven't lived life till you leap across an officer of the law in the General Lee.

There goes the General Lee, playin' another cat and mouse game with the law. See, things in Hazzard are pretty much the way y'all might recall 'em. Daisy's still workin' at the Boar's Nest, Boss Hogg's still eatin', and Rosco's still chasin' the Duke Boys through the dirt roads of Hazzard County.

Go on and take a turn at the wheel in The Dukes of Hazzard™: Racing For Home game and tell me life ain't a whole lot better as a Duke boy.

Featuring the voices
of James Best, Waylon Jennings,
Ben Jones, Sonny Shroyer, Tom Wopat.
Also featuring original music
by the Tractors.

A Mission-Based Arcade Racing Game

© 1999 SouthPeak Interactive LLC. All rights reserved. SouthPeak Interactive and the SouthPeak Interactive logo are trademarks or registered trademarks of SouthPeak Interactive LLC. ® indicates a U.S.A. registration. Other brand or product names are trademarks or registered trademarks of their respective companies.

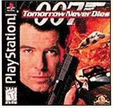
DUKES OF HAZZARD, characters, names and all related indicia are trademarks of Warner Bros. © 1999.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION U.S. AND FOREIGN PATENTS PENDING

WB INTERACTIVE ENTERTAINMENT™

PlayStation ®

EVERYONE
E
CONTENT RATED BY
ESRB



1 Player

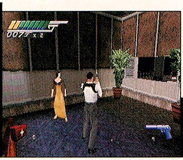
Memory Card 1~6 blocks

Vibration Function Compatible

Analog Control Compatible

Developer	Black Ops
Publisher	EA
Genre	Action

Tomorrow Never Dies



Bond is back...in his previous adventure

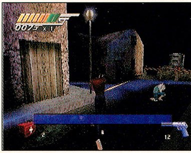
Years in the making, it took the PlayStation version of this Bond movie about as much time to be completed as most troubled Hollywood pictures. In fact, it arrived just in time for this year's newest Bond film, *The World is Not Enough*.

If you have a good memory, you'll notice when playing the game that Tomorrow Never Dies follows the film while also taking a few liberties. While some major plot devices are changed (such as your being able to save Paris (instead of her dying), many of the levels are wedged in between scenes from the movie. For example, in one level, the game places you on skis so that you can get Bond to the terrorist "Arms Bazaar" (that he ravages in the beginning of the film), while in another level you drive his heavily armed BMW to the next locale.

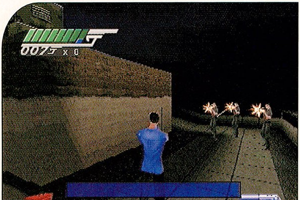
These provide a nice break from the normal action, but their simplicity and lack of polish make it clear that they were designed as an afterthought. It's difficult to see where you're supposed to go on the skiing levels, and waiting for enemies to run into trees is only fun for so long. The slow BMW levels are entertaining until the novelty of firing missiles and machine guns wears off in the first few minutes. There just isn't much to do in either of these diversions.

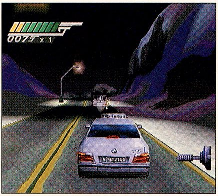
But that's what they are—diversions. The other three-quarters of this long game is basically a third-person action-adventure that tries really hard to be Syphon Filter in a tuxedo. Sniping, stealth, fire-fights, espionage and tons of strafing around targets comprise most of the action. In fact, running around in circles while firing your weapon seems to be the best technique to get out of any situation.

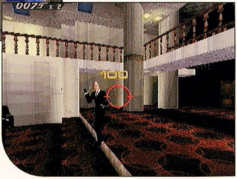
"Circle strafing" to get out of every situation wouldn't be bad if the graphics could keep pace with the gameplay. But often the graphics get bogged down and the action gets choppy, making it difficult to aim and dodge. When the scene is a little less hectic, everything plays smoothly, but then again, when is the last time you've seen Bond in a calm situation? ***—Kraig Kujawa***



Some levels let you play as Wai Lin, who must help Bond by clearing out blockades in Saigon (above). The BMW scenes would have been more fun were they not so simplistic and unchallenging (left).







Occasionally, you'll have to take on the "boss" henchmen from the movie, such as Dr. Kaufman from the hotel scene (above).

Box Score

Pros

- Great Bond remixed music
- Good variety of gameplay
- Longer game than most
- Has a coherent story line that was "adapted" from the film

Cons

- Choppy frame-rate that often makes it difficult to aim and move
- Too much pop-in

"..this long game is basically a third-person action-adventure that tries really hard to be Syphon Filter in a tuxedo."

● ● ● ◐ ○

Rating

"... Top 25 Breakthrough Title"

- Next Generation Magazine

(PlayStation® game console sold separately.)

TITUS
Interplay
R/C Stunt COPTER
00:05:86
10 FT
DUAL SHOCK™ Analog Controller
Shiny
Interplay
PlayStation
R/C Stunt COPTER
EVERYONE

- Over 45 challenging levels.
- 6 degrees of flying freedom in 3-D aerial courses.
- Feels like the real thing!

www.stuntcopter.com

EVERYONE E CONTENT RATED BY ESRB

PlayStation®

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. R/C Stunt Copter © 1999 Shiny Entertainment,Inc. All rights reserved. R/C Stunt Copter and the Shiny logo are trademarks of Shiny Entertainment,Inc. All rights reserved. Titus and the Titus logo are registered trademarks of Titus Software Corporation. Interplay and the Interplay logo are trademarks of Interplay Productions. All rights reserved. Distributed exclusively by Interplay Productions. All other copyrights and trademarks are the property of their respective owners.

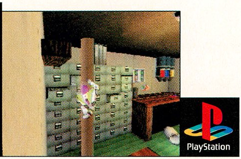
EVERYONE
E
CONTENT RATED BY ESRB

PlayStation
Toy Story 2
Buzz Lightyear to the Rescue

1 Player
Memory Card 1 block
Vibration Function Compatible
Analog Control Compatible

Developer Traveler's Tales
Publisher Activision
Genre Action

Toy Story 2



This toy could use a bit more polish

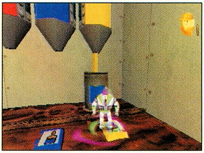
With all the talk about the PlayStation2's graphics looking "as good as Toy Story," it's easy to forget that the current system still has the potential to turn out some very good-looking games. Toy Story 2, appropriately enough, is one example of such graphical prowess. Unfortunately, as is the case with many really fine-looking titles, the gameplay isn't as superlative.

Oh, in its basic structure the game's not at all terrible. You play as Buzz Lightyear, Space Ranger, as he races through oversized environments trying to save his pal Woody from the clutches of a greedy toy collector. The 15 levels (well, 10 levels and five boss levels) are represented in nice detail, with a careful eye for proportion, and each new area forces Buzz to interact in unusual ways with giant versions of everyday objects. The levels are appropriately huge, with a satisfying sensation of space which really helps you take on the Buzz persona. And the inclusion of five special power-ups (unlocked as the game progresses) forces you to revisit earlier levels, gaining access to entirely new areas through use of your newfound powers.

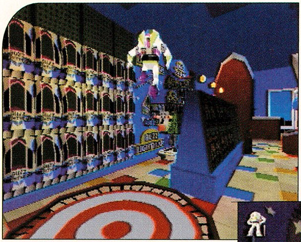
Each level includes five different objectives, some which are easy enough for the little tykes to master (like mixing paint—whee!) and some which require serious reflexes and more than a little skill. As in A Bug's Life, this makes the game more challenging than you'd expect—probably a bit too hard for its target audience.

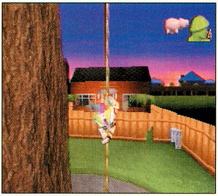
But cerebral or reflex-based challenges aren't the real problem here; instead, you'll find yourself most often stymied by the slippery controls and terrible camera: Not being able to judge a jump distance is bad enough, but sliding right off the edge when you get there can induce spontaneous controller-throwing. Plus, some horrible glitches and serious polygon-sorting problems mar the otherwise excellent graphics.

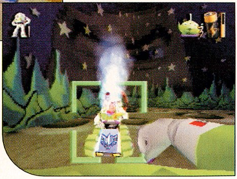
Toy Story 2 is a decent, diverting challenge for all ages; just don't expect perfection. *—Joe Rybicki*

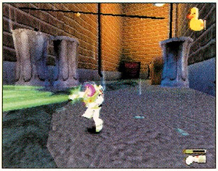


Each level includes a puzzle challenge, some of which are easy (like this paint-mixing puzzle, above), and some of which require a bit more thought.









Switch to first-person mode (above) and you'll be able to lock onto enemies, making blasting those flying toys a heck of a lot easier.

Box Score

Pros
- Great level design
- Nice graphics
- Good range of challenge
- Lots of variety

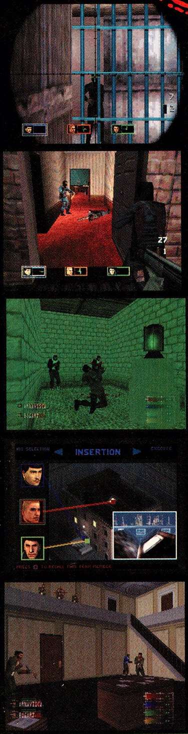
Cons
- Slippery, jumpy controls
- Bad camera, with no camera control
- Lots of graphical glitches

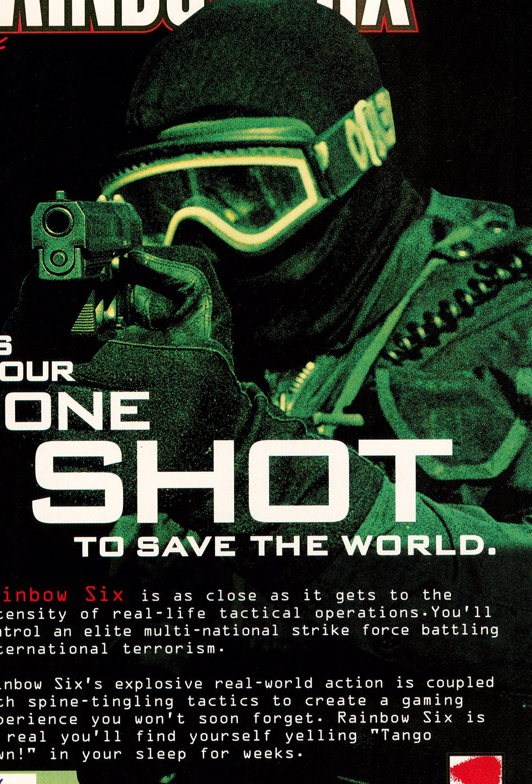
"Not being able to judge a jump is bad enough, but sliding right off the edge when you get there can induce spontaneous controller-throwing."

Official U.S. PlayStation Magazine
● ● ● ○ ○
Rating

Tom Clancy's

RAINBOW SIX™





IT'S YOUR ONE SHOT TO SAVE THE WORLD.

Rainbow Six is as close as it gets to the intensity of real-life tactical operations. You'll control an elite multi-national strike force battling international terrorism.

Rainbow Six's explosive real-world action is coupled with spine-tingling tactics to create a gaming experience you won't soon forget. Rainbow Six is so real you'll find yourself yelling "Tango down!" in your sleep for weeks.

NINTENDO 64

PlayStation

GAME BOY COLOR

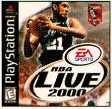
www.redstorm.com

TEEN T CONTENT RATED BY ESRB

Red Storm ENTERTAINMENT

© 1999 Red Storm Entertainment, Inc. All rights reserved. Red Storm Entertainment is a trademark of Jack Ryan Enterprises, Ltd. and Larry Bond. Rainbow Six is a trademark of Rubicon, Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Photo copyright © Steven Galloway, Heckler & Koch. Nintendo, Nintendo 64, the "N" logo, and Game Boy Color are trademarks of Nintendo of America Inc. © 1999 Nintendo of America Inc.

EVERYONE E CONTENT RATED BY ESRB



1~8 Players

Memory Card 6~12 blocks

Analog Control Compatible

Vibration Function Compatible

Developer	EA Sports
Publisher	Electronic Arts
Genre	Sports

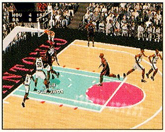
NBA Live 2000

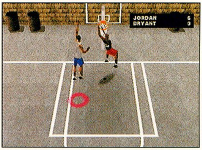
Jordan unretires again—this time digitally

The big news regarding NBA Live 2000 is that Michael Jordan has finally decided to come back to a video-game basketball title, albeit a few years too late. Unfortunately, he doesn't don a Chicago Bulls uniform; Jordan's presence is more of a novelty, because he resides in Live's all '90s team and its new one-on-one game, a nifty feature that lets you challenge His Airness (and other NBA present and past players) to a game of streetball.

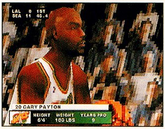
NBA Live 2000 is much more than its collection of unique features, however—no matter how great they are. What must not be overlooked is that this hoops game is far and away the most challenging and realistic to hold court on the PlayStation, and it doesn't bog the action down in annoying details. Besides, an arcade mode is included as well.

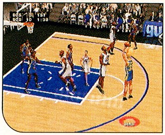
All of the new NBA rules are enforced, and the wide variety of moves and in-game controls seem to beg for more buttons to be added to the PlayStation controller. Live's only weakness is some choppiness in the animation. While Live's superbly detailed players don't move quite as smoothly as they should, the game is still the best basketball game, worthy of the being the first to have the best NBA player. *—Kraig Kujawa*





Jordan is back, and he's a major pain in the ass to try to beat one-on-one. Here Kobe Bryant plays against who he dearly wants to be (above.)





Box Score

Pros	Cons
• The very best features • Legendary players and All-time teams • Realistic gameplay	• Slightly choppy graphics • Commentary is a little lackluster

● ● ● ● ◐

OPM Rating

MATURE M AGES 17+ CONTENT RATED BY ESRB

1~4 Players

Memory Card 1 block

Vibration Function Compatible

Developer	Paradox
Publisher	Activision
Genre	Fighting

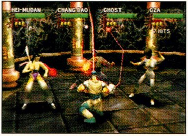
Wu-Tang Shaolin Style

Toe to toe with the ticallion stallion

For a gamer like me who is both a huge fighting game fan and a Wu disciple, Shaolin Style seems a natural to rub me the right way. For the most part it does: It's cool to see the Clan rendered in the CG cutscenes, and the original music tracks match the game well. There are a ton of characters and lots of secrets to unlock.

However, though the Wu look great in their CG movie form, they don't fare as well inside the actual game. The overall graphics are dark and moody—which suits the game to a point—but everything starts to look exactly the same after awhile. But the fighting system and character balance are the crucial elements that really hurt the game. While some of the Wu-Tang are well-balanced, the rest are not, and the bosses are ridiculous. (It's tough to achieve balance when some characters have weapons and others don't.) The combos are also very cheap, and in a one-on-one fight they can be maddening. It's a bit easier to overlook this shortcoming in four-player mode, so make sure you always play with friends.

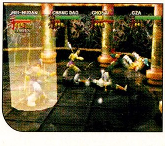
Casual gamers who are fans of the Wu-Tang clan will definitely love this game. Hardcore fight fans, on the other hand, may want to think twice before plunging in. For curiosity's sake at least, Shaolin Style is a recommended rental. *—Wataru Maruyama*



After a long wait, a four-player fighting game is finally released on the PlayStation. Thankfully, many of the game's flaws are not as noticeable in this mode of play.

METHOD
JUWEN LONG
2 HITS

HEI-MUDAN
CHANG DAO
GHOST
GZA



Box Score

Pros	Cons
• The Wu • New music by the Wu • Four-player support that's fun	• Unbalanced characters • Lots of very cheap combos • Only a few of the Wu lent their voices

● ● ● ○ ○

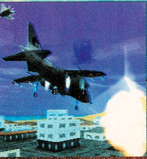
OPM Rating

EAGLE ONE
HARRIER ATTACK™

GOLDEN BEACHES, SWAYING PALMS, DEADLY TERRORISTS...
NO EJECT BUTTON.

Aloha...Hawaii is under siege from terrorist fanatics. As *Eagle One*, command the searing action and fly 5 different attack planes, including the Harrier Jumpjet, into the latest hot spot. Turn'n burn, baby...it doesn't get much Harrier than this.

- Pilot your fully loaded Harrier Jumpjet through 25 adrenaline-pumping missions.
- Attack enemy planes, ships and ground forces in frenzied anti-terrorist action.
- 1st & 3rd person views capture the non-stop heat.
- Choose Action or Sim Modes to experience the battles in 2 different ways.
- Split-screen 2-player action puts you in the middle of head-to-head dogfights; or grab a wingman to take out the enemy in cooperative mode.



PlayStation
EAGLE ONE
HARRIER ATTACK
RP
INFOGRAMES

PlayStation

INFOGRAMES

RATING PENDING
RP
CONTENT RATED BY ESRB

GLASS GHOST

www.eagleone-thegame.com

Eagle One Harrier Attack and Infogrames are the trademarks of Infogrames. Eagle One Harrier Attack ©1999 Infogrames. All Rights Reserved. Developed by Glass Ghost. All other trademarks and trade names are the properties of their respective owners. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

TEEN
AGES 13+
CONTENT RATED BY ESRB

PlayStation
THE X FILES

1 Player
Memory Card 1 block
Analog Control Compatible
Vibration Function Compatible

Developer	Hyperbole
Publisher	Fox Interactive
Genre	Adventure

The X-Files

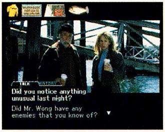
A spooky quest worthy of the name

It's hard to know what to think about this game. On the one hand it's an old-school point-and-click adventure, somewhere between Myst and Police Quest. On the other hand... Well, it's an old-school point-and-click adventure.

To enjoy the game you have to be either an X-Files devotee or a fan of slow-paced adventures like those listed above. That doesn't make it a bad game, though—just one positioned in a rather specialized niche. Most of what it does, it does well: The game has a solid interface, an intriguing and multifaceted story, high-quality (though occasionally choppy) video and plenty of inside jokes and info for the observant X-phile. Heck, most of the acting is even good.

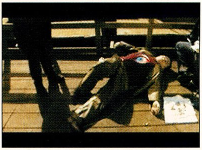
But the game suffers from many of the same problems that plagued similar circa-1994 PC adventures: The interface relies on easy-to-miss "hotspots," for one thing; for another, it's easy to get disoriented due to the use of first-person perspective and static photographic backgrounds; plus, the use of prerecorded video segments make the frequent conversations often seem goofy and unnatural.

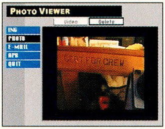
Nevertheless, stepping into the shoes of an FBI agent is an experience no X-Files fan should miss; so it's worth a rental, at least. *—Joe Rybicki*

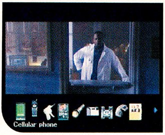


Did you notice anything unusual last night?

Did Mr. Wong have any enemies that you know of?







Armed with your trusty digital camera, you can take as many evidence photos as you like (left), and then peruse them from the computer at your desk.

Box Score

Pros	Cons
• Good story • Solid interface • High-quality video • Good acting • Lots to see for X-Files fans	• Movement can be disorienting • Dialogue seems unnatural • "Hotspot" system can get frustrating

● ● ● ○ ○

OPM Rating

MATURE
AGES 17+
CONTENT RATED BY ESRB

PlayStation
THE STRUGGLE WITHIN
CLOCK TOWER
ASCII

1 Player
Memory Card 1 block
Analog Control Compatible
Vibration Function Compatible

Developer	Human
Publisher	Agetec
Genre	Adventure

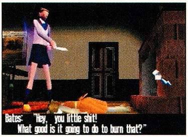
Clock Tower II: The Struggle Within

Strictly for hardcore niche gamers

In most conventional senses Clock Tower II is a terrible game—weak graphics and sound plus frustrating gameplay—but like a cult movie it's redeemed a bit by its willingness to take risks and stand out from the mainstream.

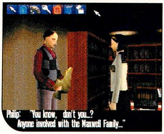
You don't see 'King's Quest' point-and-click style adventure games too often anymore, and playing CTII is a good reminder why. Progress depends on performing specific actions that often have absolutely no logical connection with the result, so instead of thinking through puzzles you spend most of your time wandering around, trying random things you hope will trigger the next event. As for controls, mashing on the buttons to escape instant death is about as deep as they get.

But CTII does have other attributes that will make it very popular among a certain small segment of very patient gamers. The story line, dealing with supernatural curses, split personalities and gruesome murders, is more adult and 'out there'-spooky than any PlayStation title yet. Branching paths and 13 different endings also ensure that the obsessive types who will enjoy this game the most have more than enough reason for heavy replay. Get it only if you really enjoyed the first CT or are willing to try something seriously flawed but unique. *—Mark MacDonald*



Bates: "Hey, you little shit! What good is it going to do to burn that?"

Your character alternates between her two personalities throughout the game, including the violent, trash-talkin' 'Mr. Bates' (above).



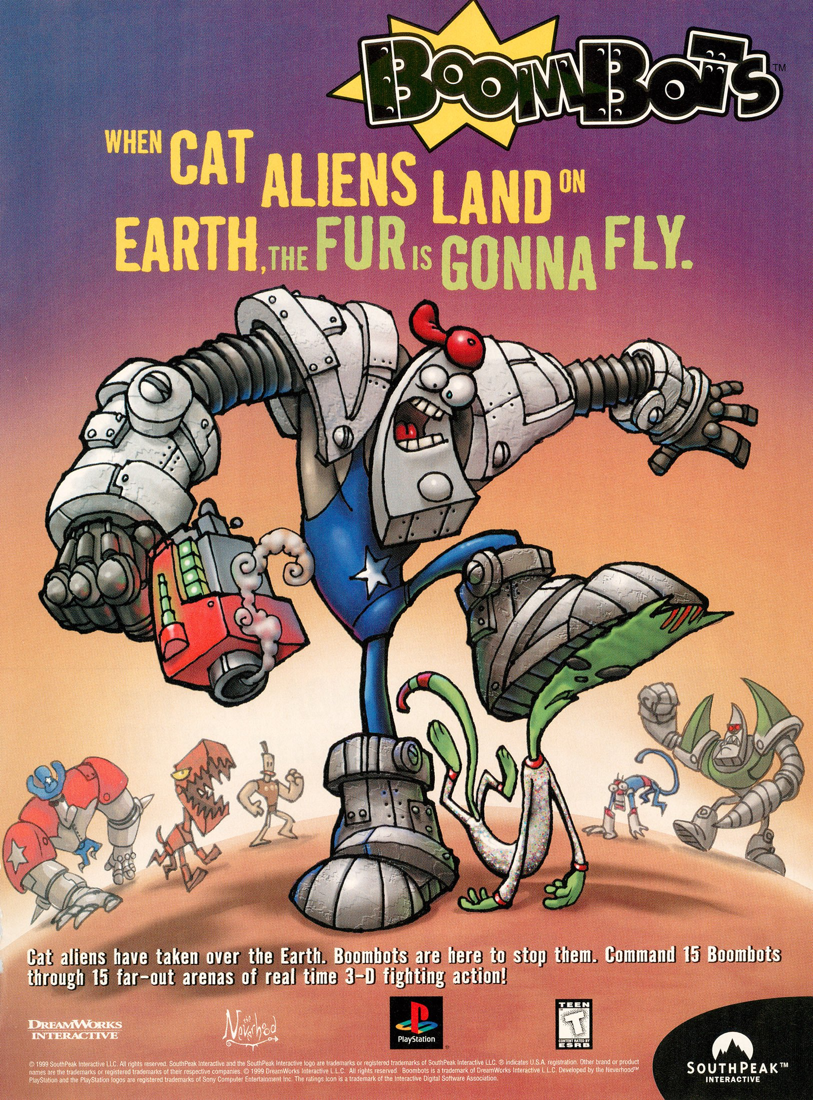
Philip: "You know, don't you...? Anyone involved with the Maxwell Family..."

Box Score

Pros	Cons
• Spooky atmosphere • Adult themes and story line • Multiple paths and endings	• Plain graphics • Non-logical puzzles • Gameplay not for everybody • No Scissorman!

● ● ◐ ○ ○

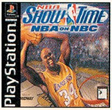
OPM Rating


BoomBots™
WHEN CAT ALIENS LAND ON EARTH, THE FUR IS GONNA FLY.
DREAMWORKS INTERACTIVE
the Neverhood
PlayStation
TEEN
T
CONTENT RATED BY ESRB
SOUTHPEAK™ INTERACTIVE

Cat aliens have taken over the Earth. Boombots are here to stop them. Command 15 Boombots through 15 far-out arenas of real time 3-D fighting action!

© 1999 SouthPeak Interactive LLC. All rights reserved. SouthPeak Interactive and the SouthPeak Interactive logo are trademarks or registered trademarks of SouthPeak Interactive LLC. ® indicates U.S.A. registration. Other brand or product names are the trademarks or registered trademarks of their respective companies. © 1999 DreamWorks Interactive L.L.C. All rights reserved. Boombots is a trademark of DreamWorks Interactive L.L.C. Developed by the Neverhood™ PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

EVERYONE E CONTENT RATED BY ESRB



1-4 Players
Memory Card 1-6 blocks
Analog Control Compatible
Vibration Function Compatible

Developer	Eurocom
Publisher	Midway
Genre	Sports

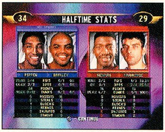
NBA Showtime NBA on NBC

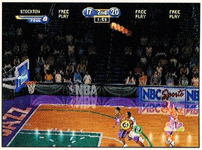
More of the same, but still fun

NBA Jam was Midway's first awesome action-sports game, and after the game's success, they went on to give similar treatments to NFL Blitz and Ready 2 Rumble. Finally, Midway has revisited basketball with NBA Showtime, and it's a homecoming that evokes mixed emotions.

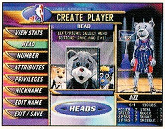
If you liked NBA Jam, you'll probably really like this game—especially because there isn't much difference between the two: NBA Showtime is still a fast-paced, two-on-two basketball where high-flying, show-off dunks and long-range rainbow threes comprise a bulk of the scoring. There are a few new features; some of them are definite improvements such as the awesome player creator (where you win games to build your guy up), while others (such as the free-throws and fouls) are really questionable. For example, fouls and free-throws add a few wrinkles to the gameplay, but they don't seem entirely appropriate in this sort of game.

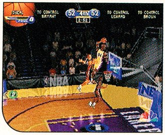
The biggest gripe I have is with the blurry 3D graphics. They aren't bad, but with only four players on-screen at the same time, Midway should have been able to clean them up. Showtime is still a fun game, but its formula is becoming a little long in the tooth. *—Kraig Kujawa*





Once you hit three shots in a row, your player is 'on fire'. Too bad the fiery graphics (above) don't hold a candle to the arcade version.





Box Score

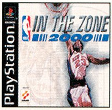
Pros
- Great multi player game
- Easy to learn
- Fun player creation feature

Cons
- Smudgy graphics
- Not much new offered here
- Some teams don't have correct rosters

● ● ● ○ ○

OPM Rating

EVERYONE E CONTENT RATED BY ESRB



1-8 Players
Memory Card 1-6 blocks
Analog Control Compatible
Vibration Function Compatible

Developer	Konami
Publisher	Konami
Genre	Sports

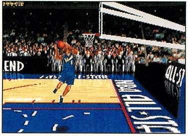
NBA In the Zone 2000

As mediocre as the NBA itself

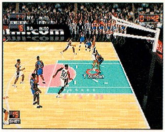
Basketball games just don't come any more uninspiring than this, folks. For the past few years, Konami has refused to make the gameplay adjustments and feature enhancements needed to take this hoops franchise to the next level, and NBA In the Zone 2000 is further proof of that.

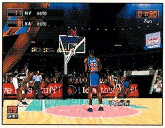
Everything about the game is just way too sloppy. From the ugly presentation to the awkward (and sometimes choppy) player animations, In the Zone really makes you wonder if it was rushed out the door. The game attempts to mix arcade-oriented gameplay with some simulation elements, and by doing so, it does neither very well. For example, you can call plays on the fly and substitute your players, but bread-and-butter things such as proper ball physics are messed up. These problems existed in past ItZ games and are flaws that any basketball fan could point out.

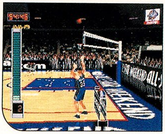
A couple years ago a game of this caliber could be considered pretty solid, but titles such as NBA Live continue to raise the bar, while In the Zone sits way below it. The only reason I could recommend this is the unique Slam Dunk Contest and fun Three-point Shoot-Out (better than Live), but as a hoops game, ItZ is starting to really age. *—Kraig Kujawa*



The two-player Slam Dunk Contest (above) is the highlight of In the Zone 2000. There's nothing else quite like it in other basketball games.







Box Score

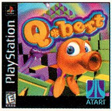
Pros
- Could be fun for casual basketball fans
- Fun and unique slam dunk contest

Cons
- Bare minimum amount of features
- No attention to detail
- Very little NBA atmosphere

● ● ◐ ○ ○

OPM Rating

EVERYONE
E
CONTENT RATED BY ESRB



Developer	Artech Studios
Publisher	Hasbro
Genre	Action

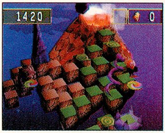
- 1 or 2 Players
- Memory Card 1~6 blocks
- Analog Control Compatible
- Vibration Function Compatible

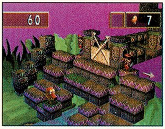
Q*bert

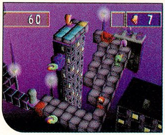
#@&?$! mediocre

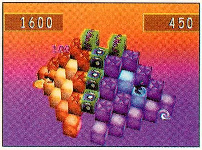
To me, the arcade version of Q*bert was best known for two things: the difficult controls and the foul-mouthed character who cussed undiscernably when he was "killed" by an enemy. Whether you care or not, they're back in this updated Q*Bert, in addition to Slinky, that purple slinky-like snake who is just as lovably dumb as always—ever willing to leap off of the sides of a pyramid. Unfortunately, even the smartest players will often be frustrated with Q*bert's controls—even with the analog support. Many times a slight mispress will send you over the edge of the cubes to your death, and all too often the weird playfield perspective makes navigating even more treacherous.

Some might consider this as being part of Q*bert's unique gameplay formula, but to me, it's just plain annoying. On the game's easy level, you get enough lives to compensate for unforced errors, but it still grates on the nerves, and will make things frustrating for novice players. The design of the Adventure levels and the fun two-player mode are surprisingly enjoyable, but I found myself getting a bit bored and irritated after any extended amount of playtime. *—Kraig Kujawa*









The two-player mode acknowledges the difficult game perspective by allowing you to rotate it (by hitting a camera block) so that you can blind your friend (above).

Box Score

Pros	Cons
• Faithful to original • Good variety of game modes	• Control a bit rough even with analog • Can get repetitive

● ● ◐ ○ ○

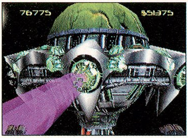
OPM Rating

EVERYONE
E
CONTENT RATED BY ESRB

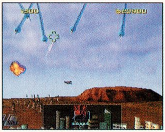
PlayStation
MISSILE COMMAND

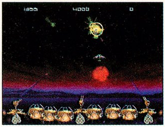
- 1 or 2 Players
- Memory Card 1 block
- Analog Control Compatible
- Vibration Function Compatible

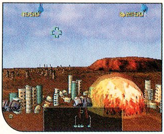
Developer	Hasbro
Publisher	Hasbro
Genre	Action



After each set of levels, you get a chance to fire some missiles back at those alien troublemakers (above).







Missile Command

Still a megaton of ballistic fun

One of my favorite classic games was Missile Command because of the track ball that added an extra element of veracity to the game. While the PlayStation version is sans fancy trackball, it has more than enough other things to make up for that missing luxury.

The best thing about Missile Command is that it offers two different "revisions" of the gameplay: an improved 2D version of the classic and a fully 3D "Ultimate" mode of play. The "Ultimate" mode is enjoyable and does a great job of adding depth to a pretty simple game. For example, you must move your missile pods around to dodge incoming enemy fire, and after each group of levels you launch into space to fight the missile-firing mothership. Also, you even get to even upgrade your pods with the money you earn for protecting cities from nuclear destruction. There's something really humorous about that.

The graphics and gameplay aren't going to blow anyone away, but Hasbro has done a good job at improving Missile Command in many ways while remaining faithful to the original. This is one of the better retro games out there—Hasbro is on a roll. *—Kraig Kujawa*

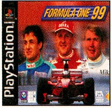
Box Score

Pros	Cons
• Lots of play modes • Easy game for anyone to pick up and enjoy	• Graphics are average • Nothing particularly impressive

● ● ● ○ ○

OPM Rating

EVERYONE



1 or 2 Players

Memory Card 1 block

Analog Control Compatible

Vibration Function Compatible

Developer	Studio 33
Publisher	Psygnosis
Genre	Racing

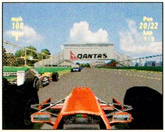
Formula One 99

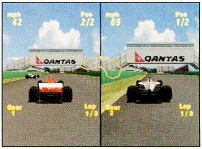
The veteran racer returns for another go

The thing about Formula One games is, you either love them or you hate them. I happen to be quite a fan, so I was looking forward to the latest installment in this quality series. Luckily, they haven't messed with a good thing...but they haven't improved it much, either.

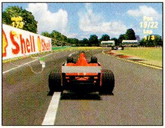
The controls in the series have generally been solid, so there was no need to tinker with them, but enemy AI was always one of the weak links. It's nice to see that some improvements have been made here: The computer drivers seem to drive more naturally, and don't look like they are on a preset course. Unfortunately, they are still pushovers once you get the hang of the game. Still, as in previous versions, you are your own worst enemy, since the physics are right on the money, forcing you to drive with a delicate touch or find yourself spinning right back into the wall.

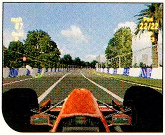
Graphically, the game looks cleaner, and the authentic detail on the courses seems richer than before. The frame-rate is still not silky-smooth, but after a few races you don't notice it much. The two-player split screen frame-rate doesn't get sacrificed either, although some scenery pop-up is much more apparent. So while Formula One 99's improvements aren't incredible, Formula fans must still check it out. *—Wataru Maruyama*





The two-player split screen (above) is well-done, and maintains a nice frame-rate. If you can find two people who really like Formula racing, this mode is awesome.





Box Score

Pros	Cons
• Clean graphics • Lots of tracks • All the official drivers	• Some draw-in problems • High level of difficulty • Not radically different from past versions

● ● ● ◐ ○

OPM Rating

EVERYONE

PlayStation
V-RALLY 2
NEED FOR SPEED

1–4 Players

Memory Card 1 block

Analog Control Compatible

Vibration Function Compatible

Developer	Infogrames
Publisher	Electronic Arts
Genre	Racing

V-Rally 2: Need For Speed

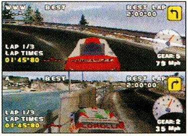
Finally, a solid offering for rally fans

If you look at a particular back issue of *OPM*, you'll notice we didn't care much for the first V-Rally. What a difference a new engine makes! V-Rally 2 takes a huge cue from another very popular rally title (on a competing console) and delivers the experience the first one promised.

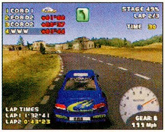
Car selection is varied, with your basic licensed cars and various custom kit cars—you can even try out the car right then and there, without having to go into a race to decide if the handling is up to snuff. The courses are well-designed, with realistic flourishes like uneven roads and challenging turns. It may seem that the turns aren't as extreme as in other racers, but when you start building up speed, you'll realize that it's more authentic.

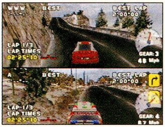
The feature that tops the whole package off is the extensive range of multiplayer options. You can have up to four drivers take to the road with minimal loss in frames—although the environment pop-up (which is clear even in one-player mode) is very noticeable.

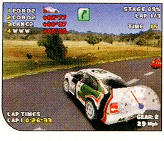
My main complaint is that the physics are a bit too touchy, as your car will flip quite frequently and usually over a small bump in the road. It's not nearly as bad as the first Rally Cross, but it is annoying. Other than that one serious issue, V-Rally 2 is good fun. *—Wataru Maruyama*



The one-player game is solid, but the multiplayer is where it's at. Two players is fun, but four players is a blast. Surprisingly, the frame-rate is good, but pop-up is a drag.







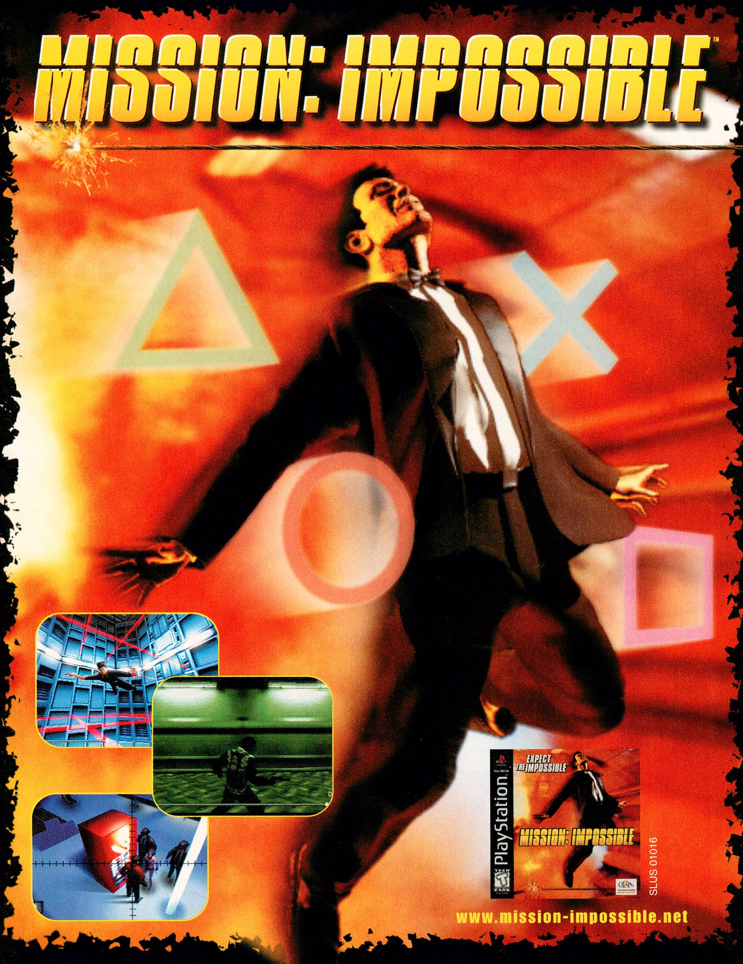
Box Score

Pros	Cons
• Cool rally cars • Good controls • Nice course designs	• Cars flip over too often • Grainy graphics • Annoying music

● ● ● ◐ ○

OPM Rating

MISSION: IMPOSSIBLE™


PlayStation
EXPECT THE IMPOSSIBLE
MISSION: IMPOSSIBLE
TEEN
ESRB
INFOGRAMES
SLUS 01016

www.mission-impossible.net

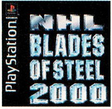
Also available for NINTENDO64

Coming soon on GAME BOY COLOR & PC CD ROM

PlayStation® INFOGRAMES Paramount TEEN T CONTENT RATED BY ESRB

MISSION IMPOSSIBLE (tm) and (c)1999 PARAMOUNT PICTURES. All rights reserved. MISSION IMPOSSIBLE theme" Written by Lalo Schifrin (c)1966 (renewed 1995) by Bruin Music Company All Rights Reserved. Used by permission. INFOGRAMES Authorised user (c)1999 INFOGRAMES Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. LICENSED BY NINTENDO. NINTENDO, GAME BOY, GAME BOY COLOR AND N64 ARE TRADEMARKS OF NINTENDO OF AMERICA INC. © 1989, 1998 NINTENDO OF AMERICA INC.

EVERYONE E CONTENT RATED BY ESRB



1~4 Players
Memory Card 1~6 blocks
Analog Control Compatible
Vibration Function Compatible

Developer	Konami
Publisher	Konami
Genre	Sports

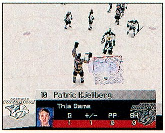
NHL Blades of Steel 2000

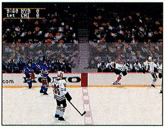
The skates need a lot more sharpening

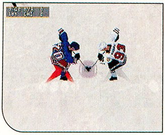
Here we go again: Another Konami 2000 sports game, another mediocre 2000 title. Even Blades of Steel's respectable lineage (it was an excellent 8-Bit game) can't help this game break out of Konami Sports' lackluster funk. Blades of Steel attempts the same precarious arcade-simulation balance that its NBA counterpart (In the Zone 2000) tried. The results are unsurprisingly similar—a game that won't please casual or hardcore hockey fans.

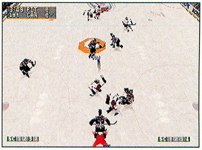
The gameplay is fast and usually fluent, but not very realistic. The passing isn't very good and the computer artificial intelligence is just silly sometimes. Most of the player animations are nicely done, but sometimes they look a little awkward. The graphics are the most solid part of the game, even though they aren't nearly as detailed as the other hockey games. And what's with that ugly gray streak behind the puck?

Everything else about the game is incredibly lacking; the features and options pale miserably in comparison to other hockey games, not to mention the game is plagued by an ugly presentation, lame music and mediocre commentary. Suffice to say, if you want a good hockey game, don't bother with this, just go get FaceOff 2000 instead. ***—Kraig Kujawa***









Call it nitpicky, but the large, circular orange marker that appears and disappears every time you have possession of the puck is really annoying (above).

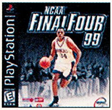
Box Score

Pros	Cons
• Smooth frame-rate • Good graphics	• Shallow features • Crappy presentation • Unrealistic play

● ● ○ ○ ○

OPM Rating

EVERYONE E CONTENT RATED BY ESRB



1~8 Players
Memory Card 1~6 blocks
Analog Control Compatible
Vibration Function Compatible

Developer	989 Sports
Publisher	989 Studios
Genre	Sports

NCAA Final Four 2000

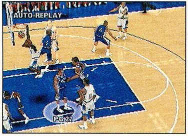
Good, but will it be the best again this year?

Last year's NCAA Final Four was the best all-around collegiate basketball game, thanks to its hearty amount of features and fun gameplay. This year, 989 Sports has improved upon all of these things, but the game still has enough weaknesses that leave the door open for someone else to steal the crown.

The best thing about Final Four 2000 is that it plays fast and is an easy game for anyone to pick up and play. Some of this speed may have come at the expense of the graphics, however. The players look rough around the edges, and sometimes their motion-captured animations look a little too canned as they momentarily pause before executing the next move.

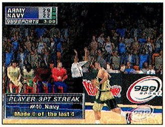
Like most 989 Sports games, NCAA Final Four has just enough realism and features to make it a good simulation, but it still comes up a little short in some key areas such as artificial intelligence. The biggest problems I found are that defenders often let the offense drive right by them without any resistance and that it's way too easy to steal.

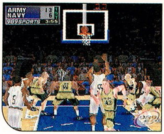
Final Four is still strong in spite of these faults, but if you can be patient enough, you should wait until March Madness 2000 can be reviewed before you decide which college hoops game to get. ***—Kraig Kujawa***



Getting to the rim isn't very hard to do in Final Four, so you'll see this quite a bit (above).

DUKE 0
UCONN 4
989SPORTS 3:37





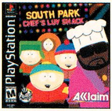
Box Score

Pros	Cons
• Fast gameplay • Deep features and options • Shot meter	• Quinn Buckner's commentary is annoying • Looks rough around the edges

● ● ● ◐ ○

OPM Rating

MATURE
M
AGES 17+
CONTENT RATED BY ESRB


SOUTH PARK
CHEF'S LUV SHACK
PlayStation
Acclaim

Developer	Acclaim
Publisher	Acclaim
Genre	Misc.

1~4 Players

Memory Card 1 block

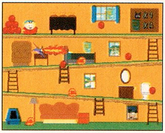
Chef's Luv Shack

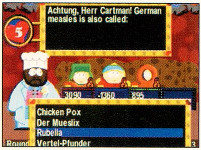
I'll take "Crap" for $1,000, Alex

If ever there was a licensed game that could appeal only to the most mindlessly devoted fans of a license, Chef's Luv Shack is it. Take some woefully simple trivia questions, add a healthy assortment of arcade-classic knock-off mini-games, sprinkle in a generous helping of inexplicable load times, and you've got one forgettable game—or rather, one I wish I could forget.

The wacky trivia formula could work if either a) the trivia questions were actually challenging, or at least entertaining, b) the mini-games lasted longer and were less frequent (one pops up every third question or so), c) the question style didn't seem to try so hard to imitate You Don't Know Jack! or d) the freakin' game didn't need to pause to load every other screen. None of the above are true.

While the mini-games are marginally entertaining—in my opinion these would be more palatable on their own—they can't save the whole smelly package. If you're into trivia games, go for You Don't Know Jack! If you're into *South Park* (and it pains me to say this), go for South Park, the game. But unless you absolutely must own everything related to the series, stay away from this monster. *—Joe Rybicki*

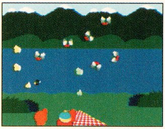



Achtung, Herr Cartman! German measles is also called:

3090 -1360 895

Chicken Pox
Der Mueslix
Rubella
Vertel-Pfunder

These mini-games (left) are by far the high point of this otherwise awful title.



SOUTH PARK
EAT THIS!
CONTEST
PIES 10
PIES 07
PIES 07
TIME 17

Box Score

Pros	Cons
• Some of the mini-games are entertaining	• Asinine questions • Mini-games distractingly frequent • Ridiculous load times

● ○ ○ ○ ○

OPM Rating

EVERYONE
E
CONTENT RATED BY ESRB

PlayStation
MTV
MUSIC GENERATOR
MUSIC CREATION FOR THE PLAYSTATION
Codemasters

Developer	Jester Interactive
Publisher	Codemasters
Genre	Misc.

1~4 Players

Memory Card 1 block

MTV Music Generator

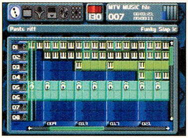
PlayStation, or digital music studio?

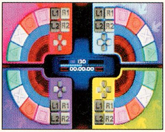
This may very well be one of the most mind-bogglingly powerful programs (you can't really call it a game) that the PlayStation has to offer. In fact, I'm frankly astonished that anyone could manage to cram such a hearty music creation tool onto the platform, and make it accessible to the average user.

MTV Music Generator is a fully functional MIDI and digital audio sequencer which allows you—if you possess the time, patience and rudimentary music knowledge—to create entire musical compositions from scratch, painstakingly plotting them out note by note.

But don't let that frighten you; most folks won't make use of this ability due to the expansive selection of instrument samples, drum loops and riffs packed onto the disc (and here's the kicker: You can even sample snippets straight from your own CDs). A surprisingly intuitive interface makes putting all these elements together a relatively simple task. Once finished with a song you can even add a video track to set the mood. And a four-player Jam mode offers a quick fix with preset samples and beats.

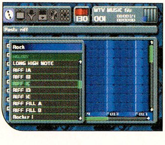
The game does seem a little bit buggy, and may be a bit too complex for some, but don't let that stop you from giving it a try. *—Joe Rybicki*


130
007
MTV MUSIC file
Paste riff
Funky Slap
01
02
03
04
05
06
07
08


L1 R1
L2 R2
130
00:00:00

The Jam mode (top right) allows up to four players to rock out with preselected sound clips, beats and melodies.

130
003
MTV MUSIC file
Edit camera track


130
001
MTV MUSIC file
Paste riff
Rock
LONG HIGH NOTE
RIFF IA
RIFF IB
RIFF IC
RIFF ID
RIFF IE
RIFF FILL A
RIFF FILL B
Rocker I

Box Score

Pros	Cons
• Incredibly powerful • Reasonably simple to use • There's nothing remotely like it for PlayStation	• Occasional bugs • May be overwhelming for some

● ● ● ● ○

OPM Rating

TEEN
AGES 13+
CONTENT RATED BY ESRB

PlayStation
MISSION: IMPOSSIBLE
EXPECT THE IMPOSSIBLE

1 Player
Memory Card 1 block
Analog Control Compatible
Vibration Function Compatible

Developer	X-ample
Publisher	Infogrames
Genre	Adventure

Mission: Impossible

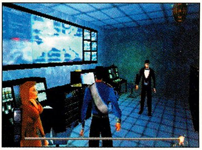
A poor-man's Syphon Filter

Comparisons between Mission: Impossible and Syphon Filter are inevitable and entirely justified. Both espionage/adventure games look similar, have comparable mechanics, and combine stealth elements and all-out action—the big difference is Syphon Filter does it all a lot better.

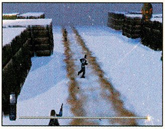
A few fixes to the controls—let the player strafe anytime, change the weapon selection system, give jump its own button and tighten the movement in general—could have improved the feel of M:I tenfold. As is, even the basic moves are a pain, and precise control is out of the question. Graphics also badly need polishing: Jagged polygons, simplistic models and a wildly uneven frame-rate make this game look like a rushed port (I'd just say it *is* a rushed port, but since the Nintendo 64 version has been out for over a year I could hardly call it rushed).

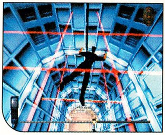
But I can't completely slam M:I for one reason: The missions kick ass. Planting bombs, infiltrating enemy compounds in disguise, rescuing and escorting agents out of enemy prisons—they give the game the same 007-esque excitement of the movie. It's not enough to redeem the rest of the game, but it is enough to keep fans of this genre playing despite all the other problems.

—Mark MacDonald



The missions are the one really great thing about M:I. You often have to find and wear a disguise to infiltrate enemy territory (above).





Box Score

Pros
- Cool missions
- A long game with two difficulties
- Lots of good voices

Cons
- Rough controls
- Choppy frame-rate and some bad graphics

● ● ○ ○ ○

OPM Rating

RATING PENDING
RP
CONTENT RATED BY ESRB

PlayStation
40 WINKS
RP

1 Player
Memory Card 1 block
Analog Control Compatible
Vibration Function Compatible

Developer	Eurocom
Publisher	GT Interactive
Genre	Action

40 Winks

A kid's game that doesn't play like one

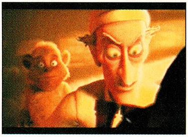
It's a sad fact of life that most kid's games suck. Combine shoddy graphics with gameplay you can find at the bottom of a cereal box, slap on a big name license and voilá.

40 Winks proves it doesn't have to be that way—it's simplified for younger gamers, sure, but still with all the gameplay and graphics of a "real" game.

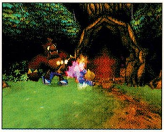
The overall game is basically a variation on the Mario 64/Gex 3D platformer formula—gather items as you explore different levels branching out from a central hub. The controls are also familiar: you can punch, jump, slide, butt-stomp, and swim, plus transform into other characters (ninja, caveman, jester, etc.) that allow even more abilities. Simple puzzles (mostly pushing buttons and throwing switches) and traps keep the game interesting, and should provide a good level of challenge for the intended 7- to 10-year-old audience. Graphics are solid and smooth, with good lighting and special effects sprinkled throughout the cutesy, cartoony world. The few problems 40 Winks has are common 3D platformer blunders—some sloppy camera movement, controls could use a little tweaking—but nothing too serious.

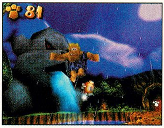
If your youngster finds most children's games insultingly easy or boring, 40 Winks is the perfect title for them.

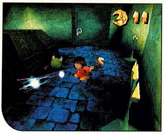
—Mark MacDonald



The FMV sequences (above) are very well-done, with good voice work and Disney-esque characters kids should love.







Box Score

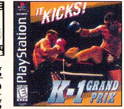
Pros
- Good level of challenge
- Fun, memorable characters
- Lots of moves and mini-games

Cons
- May be too difficult for really young children
- Some minor control and camera issues

● ● ● ● ○

OPM Rating

EVERYONE
E
CONTENT RATED BY ESRB



1 or 2 Players
Memory Card 1 block
Vibration Function Compatible

Developer	X-ing
Publisher	Jaleco
Genre	Fighting

K-1 Grand Prix

The fighting illusion continues

It's hard to believe, but this is the third K-1 game released in the U.S. It's reassuring to know that there are people who are nuts about the game other than myself. The series earned a reputation by being very realistic, with one-punch knockdowns and brutal matches that mimic the actual bouts.

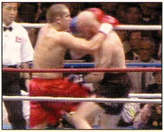
Not much has changed, although the lengths of the matches seem to resemble boxing fights rather than K-1 contests. It does make for more of a challenging video-game experience, but die-hards may dislike the fact that quicker matches are a thing of the past.

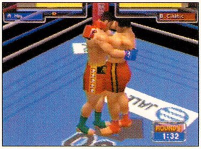
The brutality is still intact, and now it's depicted with greater detail: The character builds are the biggest they've ever been and they animate a whole lot better than before. A hook kick to the face actually knocks the opponent's head in that direction, making for some nasty replays.

Perhaps the biggest improvement is the enemy artificial intelligence. The computer now sidesteps a lot and generally will look for openings in your attacks. You also can't cheap combo your way to victory anymore.

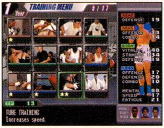
Unfortunately, the same things that held back previous versions are still intact. The overall graphics are very bland and the animation needs much more work. Grand Prix is the best that's come from this series, but newbies should be warned that the game has its own peculiar quirks.

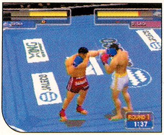
—*Wataru Maruyama*





It's nice when two fighters can take a break from the kicking and gouging to share a hug (above).





Box Score

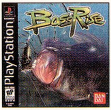
Pros
- It's K-1 baby!
- One of the few realistic fighters out there
- 16-player tournament

Cons
- K what?
- Not for the average fighting fan
- Animations are quite ugly

● ● ● ◐ ○

OPM Rating

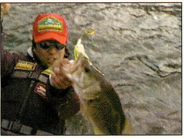
Bass Rise

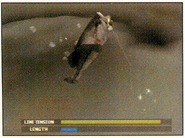


1 or 2 Players
Memory Card 1 block
Analog Control Compatible
Vibration Function Compatible

Developer	Bandai
Publisher	Bandai
Genre	Sports

RATING PENDING
RP
CONTENT RATED BY ESRB





Bandai throws their lure into the crowded PlayStation fishing pond and comes out with a decent-sized fish. Bass Rise features ambitious 3D water effects and immersive sound that set it apart from the others in this genre. The game is geared toward a more arcade-style play, although the lure selection is among the deepest yet. The versus play is a nice touch, and the game supports dual analog and vibration. The thing that brings down the game is actually one of its key features: The water effects make the PS do more work than it really can, resulting in a jerky frame-rate and messy polygon drop-out. The game isn't all that challenging either, with the biggest thrill coming from mastering all the different lures. For enthusiasts only.

—*Wataru Maruyama*

● ● ● ○ ○

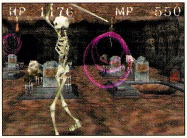
Shadow Tower

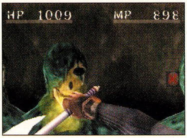
PlayStation
Shadow Tower
agetec

1 Player
Memory Card 1 block
Vibration Function Compatible

Developer	From Software
Publisher	Agetec
Genre	Action/RPG

TEEN
T
AGES 13+
CONTENT RATED BY ESRB





There are plenty of bad games, but only a special few can be considered truly horrible; Shadow Tower is one of them.

Pretty much every aspect of this game has problems. The graphics are slow, blocky, choppy and glitch-o-rific. Combat consists of: 1) run up and attack 2) back off and wait a moment 3) repeat 1 and 2 until bored out of your mind (should take about 45 seconds). There's no background music at all, and the sound effects are goofy, repetitive and generally just annoying. The controls suck (no Dual Shock support in a first-person game?), the loading times are noticeable—even menu navigation is a pain. Only masochists and freakishly loyal King's Field fans should even consider *renting* this pile; everyone else stay the hell away. —*Mark MacDonald*

◐ ○ ○ ○ ○

PlayStation
Glover
ATARI

Developer	Interactive Studios
Publisher	Hasbro
Genre	Action

1 Player
Memory Card 1 block
Analog Control Compatible
Vibration Function Compatible

Glover

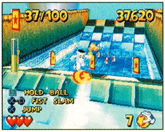
Needs a helping hand

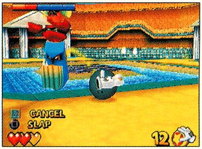
Glover is a perfect example of what I like to call Monkey Hero Syndrome—a game with plenty of potential that it never comes close to capitalizing on.

My big problem with most modern platformers is they all seem to lack any kind of truly unique gameplay, but not so with Glover. In addition to the usual array of moves (stomp, double jump, etc.), each level has a ball you can find and use in all sorts of interesting ways—twirl on top to cross water, dribble to bounce higher, slap it at your enemies, toss it at switches, etc. The level designs are also clever, filled with puzzles that make the most of the wide variety of possibilities the gameplay provides. Unfortunately, just about every other part of the game is a complete mess.

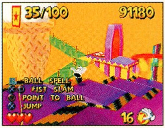
Graphically somewhat crude and blocky to begin with, Glover's frame-rate is so bad it literally hurt my eyes to play longer than a half hour at a time. Other shortcomings include mindless, generic enemies, some serious camera troubles, terrible sound effects and an elevator Muzak soundtrack. With a little more polish—OK, with a *lot* more polish—Glover could have been something really special; as is it's just another below-average platformer.

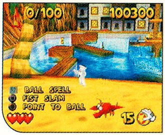
—Mark MacDonald


37/100
37620
HOLD BALL
FIST SLAM
JUMP
7


CANCEL
SLAP
12

You can transform the special ball you find in each level into different items—like this bowling ball (above) to attack enemies.


35/100
91180
BALL SPELL
FIST SLAM
POINT TO BALL
JUMP
16


0/100
100300
BALL SPELL
FIST SLAM
POINT TO BALL
15

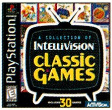
Box Score

Pros	Cons
Cool, unique gameplay ideas	Simple graphics and choppy frame-rate
Some fun puzzles and interesting levels	Camera troubles
	Terrible sound

● ● ○ ○ ○

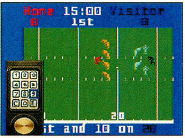
OPM Rating

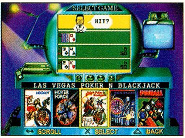
Intellivision Classic Games


PlayStation
A COLLECTION OF
INTELLIVISION
CLASSIC GAMES
30
ACTIVISION

1~8 Players
Memory Card 1 block

Developer	Activision
Publisher	Activision
Genre	Misc.


Home 15:00 Visitor
0 1st 0
20
st and 10 on


SELECT GAME
HIT?
LAS VEGAS POKER N BLACKJACK
SCROLL
SELECT
BACK

The Intellivision offered a great alternative to the 2600 due to its improved graphics and licensed sports games. But neither of those things helps preserve a video game system like true arcade classics do.

Instead, Intellivision Classics has knockoffs such as Space Hawk, Space Armada and Night Stalker—games that were fun at the time, but are entirely forgettable now. Intellivision did get a small smattering of classics such as BurgerTime and Donkey Kong, but sadly, none of those are among the 30 games in here.

Even worse, trying to make an Intv controller (buttons are arranged like a telephone) conform to the PS pad is nearly impossible. The only thing that makes this compilation worth buying is the low price. But, you definitely get what you pay for.***—Kraig Kujawa***

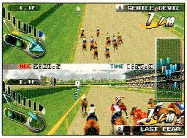
● ◐ ○ ○ ○

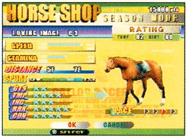
Gallop Racer

PlayStation
HORSE RACING ACTION
GALLOP RACER
TECMO

1 or 2 Players
Memory Card 3 or 4 blocks
Vibration Function Compatible

Developer	Tecmo
Publisher	Tecmo
Genre	Simulation


GENTLE DEVIL
7/10
TIME
LAST FEAR


HORSE SHOP
SEASON MODE
RATING
SPEED
STAMINA
DISTANCE
SPURT
OK
CANCEL
SELECT

I always wondered what the Japanese fascination with horse racing sims was all about, but after playing Gallop Racer...well, I still wonder.

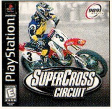
Don't get me wrong—if you're into horse racing, there's plenty here to like. Different tracks and weather conditions, all kinds of horses to buy or breed on your own, a two-player versus mode, decent graphics and even a rockin' disco soundtrack. But if you aren't a track veteran there's not enough gameplay and no mini-games to keep you occupied (and no gambling on the ponies either!). A good sim can draw anyone in—hell, they've even gotten me excited about farming. Gallop Racer has enough to please the already converted, but is missing that crucial addictive quality it would need for a wider audience.

—Mark MacDonald

● ● ◐ ○ ○

EVERYONE E CONTENT RATED BY ESRB

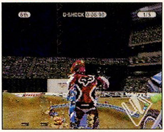
Developer Idol Minds
Publisher 989 Sports
Genre Racing

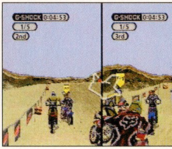


1 or 2 Players
Memory Card 1 block
Analog Control Compatible
Vibration Function Compatible

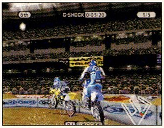
SuperCross Circuit

Motocross: the new snowboarding!





The split-screen action (above) doesn't miss a beat—or a frame, for that matter. Little is sacrificed.



Why is it that when a genre trend gathers steam every company feels they need to release a similar title? Fishing is having a good run, but it seems motocross will soon overtake it as the hot genre of the moment. Luckily, SuperCross Circuit distinguishes itself by providing some of the fastest racing action around, while offering a great level of challenge.

The best feature for me has to be the track editor, which you can spend hours on—though I do wish they weren't as restrictive on the type and length of the tracks. The career mode is also a nice touch.

But the biggest hurdle I had to overcome with this game was where the camera was situated behind the rider. It's just too close for this type of racing and makes it hard to adjust to the speed. This wouldn't be much of a problem if the tracks didn't look so blocky and the frame-rate was higher, but no such luck. The other big problem is that, though the game is set for a more arcade-like feel, the way you can bang into other bikes without penalty takes away from the whole motocross experience. A little more realism would have gone a long way.

Although I could live without any more motocross games, SuperCross Circuit is a solid title that will surely spawn future editions that will be much better. For now, you should check out what all the fuss it about before it passes you by. *—Wataru Maruyama*

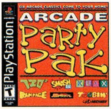
Box Score

Pros	Cons
Fast racing action Challenging Track editor	Grainy graphics Dizzying camera position Low on the realism scale

● ● ● ◐ ○

OPM Rating

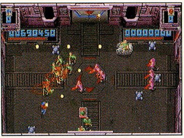
Arcade Party Pak

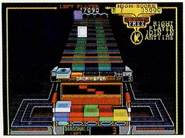


1 or 2 Players
Memory Card 1 block
Analog Control Compatible
Vibration Function Compatible

Developer Digital Eclipse
Publisher Midway
Genre Misc.

TEEN T AGES 13+ CONTENT RATED BY ESRB





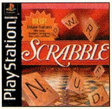
This is an interesting compilation pack, to say the least. None of these games are really classics, but they were popular in their heyday, and most of them are fun multiplayer games as well.

I was surprised to see how well some of these games have withstood the test of time. The action-packed Smash TV is by far the gem of the package; it is absolutely a blast with two players, and Klax is considered by many to be one of the most overlooked puzzle games. The rest of the lot—Rampage, Toobin' and 720—are decent, but they easily pale in comparison to the aforementioned two.

Between those two games and some of the interviews with the designers, this is well worth the money if you don't mind really outdated graphics. *—Kraig Kujawa*

● ● ● ◐ ○

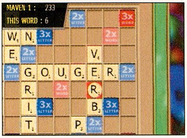
Scrabble

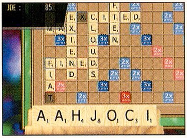


1~4 Players
Memory Card 1 block

Developer Runecraft
Publisher Hasbro
Genre Misc.

EVERYONE E CONTENT RATED BY ESRB



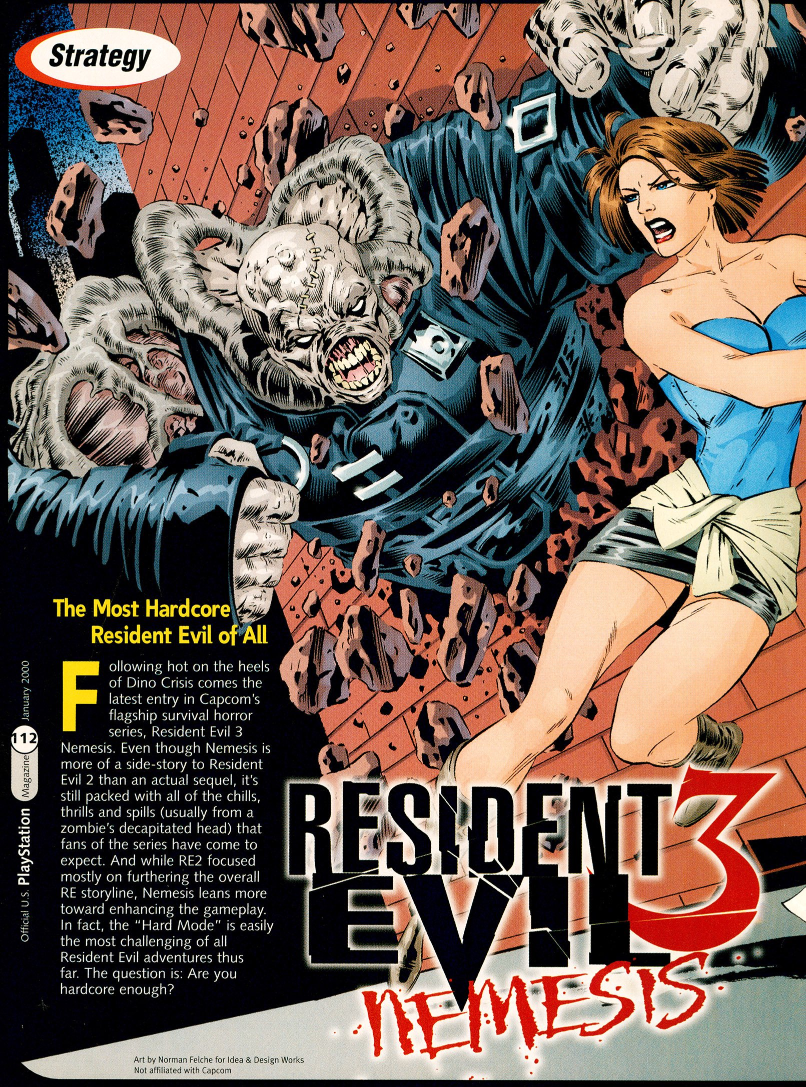


For any video adaptation of a board game, the same principle applies: If you love the board game so much that you want to play it by yourself, it's a good choice; but if, like most people, you enjoy these games more for the human competition, you're better off playing the actual game.

That said, Scrabble is an adequate package. You can play against up to three computer opponents of varying difficulties—and the higher level AI has a downright nasty vocabulary. The game also includes Solitaire and Tournament modes.

But it really is a poor substitute for the real thing when you add human players to the mix. The interface isn't terrible, but it's too complex to endure if the real thing is an option, making this a game that's basically for loners only. *—Joe Rybicki*

● ● ◐ ○ ○

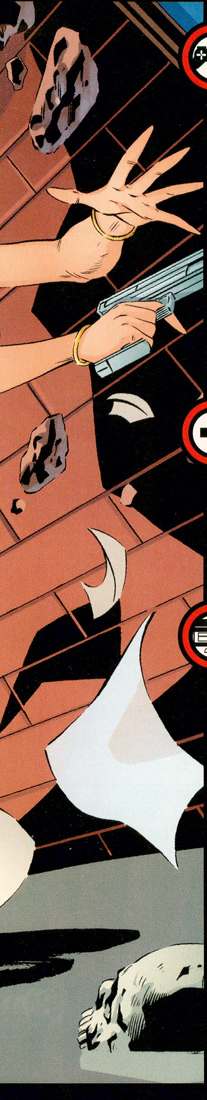


RESIDENT EVIL 3 NEMESIS

The Most Hardcore Resident Evil of All

Following hot on the heels of Dino Crisis comes the latest entry in Capcom's flagship survival horror series, Resident Evil 3 Nemesis. Even though Nemesis is more of a side-story to Resident Evil 2 than an actual sequel, it's still packed with all of the chills, thrills and spills (usually from a zombie's decapitated head) that fans of the series have come to expect. And while RE2 focused mostly on furthering the overall RE storyline, Nemesis leans more toward enhancing the gameplay. In fact, the "Hard Mode" is easily the most challenging of all Resident Evil adventures thus far. The question is: Are you hardcore enough?

Art by Norman Felche for Idea & Design Works
Not affiliated with Capcom



GAMEPLAY TACTICS (AND EXPLOITS!)

DODGING & PARRYING

New to Resident Evil 3 is an improved control system that includes the ability to dodge nearly every attack in the game. While it is theoretically possible to do this, the method that they give you in the manual doesn't always work. I found that by just mashing on the d-pad (while pressing the weapon button) you'll get some impressive results. Sometimes you'll parry the attack, and sometimes you'll get eaten—Both are fun.

CONSERVE YOUR AMMO

If any of you hardcore gamers remember the original Resident Evil, the first thing that should pop into your mind is that ammunition wasn't exactly easy to come by. In the second game, ammo was much more abundant. In Nemesis, ammunition management is the last thing you should worry about. With the overwhelming amount of available gun powder, even morons will have rounds of ammo left at the end of the game.

EXPLOSIVE USAGE

Most of the time, explosives boxes are placed near large groups of enemies (making it easy for you penny pinchers to take them out with a single shot). The explosives WILL kill you if you get too close after blasting them, so be extra cautious when you see these laying around. It's advisable to shoot the ones that are just sitting there so you won't accidentally hit one in the middle of a heated battle.

SEQUENTIAL SAVING

Unlike previous RE games, Nemesis offers many points where you need to make key decisions that influence the rest of the events in the game. Most of the time, these will pop up with little or no warning, so the best technique is to save OFTEN. If you use even just a little bit of common sense, you'll be fine when it comes to Ink Ribbons (they put them all over). Of course, if you're going for a high ranking, you may want to ignore this tip.

Memory card 1
/00-08
/00-10
Resting Room /05-08
Next Game /00-09

HERB MIXING CHART

Green Herb: A common herb that restores 25% health

Blue Herb: Cures poison (definitely handy)

Red Herb: When mixed with a Green Herb, heals 100%

Green+Green: Restores 50% health (quite useful)

Green+Blue: Heals 25%, also cures poison (worthless)

Green+Red: Restores 100% health (best value)

Green+Green+Green: Also restores 100% health (rip-off)

Green+Red+Blue: Full health, poison cure and invulnerability

If you've played any of the previous RE games, you'll be familiar with mixing herbs. If you haven't, then use this chart as a crash course. The best technique is to wait until you have enough herbs to make a whole slew of the G+R+B herbs, since carrying one of them grants you 100% health replenishment, a cure if you're poisoned, and a brief patch of invulnerability. Now that's what I call "value."

ULTIMATE POWDER CHART

You'll need to know some basic rules when mixing gun powder (like how NOT to blow off your hand). This list was formulated on the HARD difficulty setting, which is actually the "real" version of the game. Make sure to read the basic "do's and don'ts," and remember to use the chart below it as a reference.

DO ●

① Mix powder only when you absolutely need to.
② Combine powder of the same type to receive greater amounts of the desired bullet.
③ Make lots of Shotgun Shells! They offer the best bang for the buck (A+A+B works well).
④ Make small amounts of Grenade Freeze Rounds. They work great against the Nemesis.

● DON'T

① Make bullets as soon as you find powder. It's better to save the powder until you run low on ammo.
② Make any sort of Handgun Bullets (they're worthless).
③ Experiment to find "wacky" combinations. I made this list so you wouldn't have to!
④ Waste time trying to make "special" rounds.

NORMAL MIXTURES

Powder Type	Results
Gun Powder A	15 Handgun Bullets
Gun Powder B	7 Shotgun Shells
Gun Powder C (A+B)	10 Grenade Rounds
Gun Powder AA	35 Handgun Bullets
Gun Powder AAA	55 Handgun Bullets
Gun Powder BBA	66 Handgun Bullets
Gun Powder BB	18 Shotgun Shells
Gun Powder AAB	20 Shotgun Shells
Gun Powder BBB	30 Shotgun Shells
Gun Powder AC	10 Fire Rounds
Gun Powder BC	10 Acid Rounds
Gun Powder CC	10 Cold Rounds
Gun Powder CCC	24 Magnum Rounds

SPECIAL MIXTURES

Handgun & Shotgun Shells

You've probably noticed an interesting section in the Game Instructions B Manual entitled, "Mixing Level Improvement." Not only can you get better at mixing powder, you can actually create unique ammo called "special ammo." Below are the results of my mixing experiments.

Mixes	Powder A (By itself)	Powder B (By itself)
1-3	15 standard	7 standard
4-6	17 standard	8 standard
7	20 standard	9 standard
8-11	20 standard or 17 special	9 standard or 8 special
12-14	23 standard or 20 special	11 standard or 9 special

THE WALK-THROUGH

Resident Evil 3 has several "random" aspects to it that cannot be truly explained or detailed. Certain item locations change, as do some of the puzzle solutions, so don't freak out if a certain item isn't there. I tried to only list the ones that appear on a regular basis.

Ⓐ The Uptown Area

❶ Run past the first zombie (save your ammo) and proceed over to the small crate to see a short cinema.

❷ Once you're inside the warehouse with the Fat Guy (later to be known as Dario), grab the **First Aid Spray** in the corner and open up the safe to get the **Handgun Bullets x30**. Head up the stairs and go into the save room. Grab the **Warehouse Key**, the **Ink Ribbon x3** and the **Gun Powder A x2**. Store most of your stuff, then head out to the door at the other end of the warehouse.

❸ Head to the alley and shoot south pass the small group of Zombies. Dash through the door beyond the blue rack, open the closet door (once on the wooden floor), and take care of the Zombies inside. Head down the steps to grab the **Lighter Oil** and the **Shotgun**.

❹ Make your way back upstairs and grab the **Green Herb x2**, then head down the small flight of stairs and go through the door. Wrap around past the front of the restaurant and dash up the fire escape to grab the **Red Herb x2**. Run back down the steps and go through the door at the end of the hallway.

❺ Head down the steps and help the soldier who's surrounded by maniac Zombies (as if there's any other type). Blast the nasty little buggers, and follow him down the hallway.

❻ Enter the bar, and you'll find out that the orange vested soldier is indeed Brad Vickers (from RE, and to a lesser extent, RE2)! After the short cinema, grab the **Lighter** beneath the pay phone and the **Handgun Bullets x30** below the cash register. Combine your Lighter with the Lighter Fluid when you get the chance (this makes it operational).

❼ Head out the front door and wrap around the boutique (which you can't access until your second time through). Run straight to unlock the door for a future shortcut, then head down the dimly lit hallway. Use the Lighter on the oil-soaked rope to gain access to a new area. As you do, make sure to use the oil drum to take care of the horde of Zombies that comes crashing through the barricade. If you decide to kill all of the Zombies, search the area for a **Red Herb**.

❽ Jog past the fire and get the jump on the Zombie Dogs that come whipping through the flames. A couple dodge moves should get you past them. Run into the save room and grab the **Gun Powder A** and **Gun Powder B**. This is a good place to save your game if you haven't done so already.

❾ Head past the book shop and into the Raccoon City Police Station. Right as you do, you'll be treated to a cinema and your first encounter with the Nemesis.

MAKE Ⓐ CHOICE

Fight the Monster

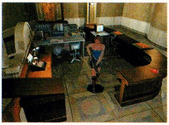
If you choose to fight him right off the bat, look to expend just about all of the shotgun ammo that you've made thus far. I highly recommend that you avoid this fight the first time through the game, because the Nemesis is one tough cookie. When you beat him, you'll get the **Eagle Parts A**. Also, don't forget to search for the **S.T.A.R.S. Card** on Brad's decimated body.

Enter Police Station

Enter the Police Station and know that you'll miss out on getting the **Eagle Parts A** (you can grab them at a later time, but it'll probably be too late in the game for them to be of much use). You'll also need to run around a bit more once inside the Police Station itself (you won't get the **S.T.A.R.S. Card** from Brad, so you'll have to go get it in the meeting room). This choice is easier, but there is less reward.

Ⓑ The Raccoon City Police Station

Look familiar? It should, because it's the same police station from RE2. Note: If you got the S.T.A.R.S. Card from Brad, then you can just run up to the computer and get the random code to unlock the safe right away. If not, then you have to run through the hallway and into the meeting room to grab it off the table. It's worth your time to go here regardless of whether you get the card, as you'll find **Shotgun Shells x7**, and **Ink Ribbon x3** hidden inside the room.



Grab the code from the computer at the main desk.

❶ Continue by grabbing the **Handgun Bullets x30** from the table near the computer. Next, proceed to the only door that's not blocked off with boards.

❷ Blast your way through the next room and exit through the back. Get the **Blue Gem** from the drawer, then head around and unlock the safe with the four digit code you got from the computer up front. The **Emblem Key** is inside.

❸ Wrap around the corner and into the next save room. Inside, grab the **Ink Ribbon x3** the and the **Gun Powder A**. Drop off some gear in the toy box and head up the stairs.

❹ Dodge and parry your way through the Zombie horde and out into the second floor hallway. Use the Emblem Key on the S.T.A.R.S. office and enter to find a whole slew of items. Grab the **Lockpick**, **First Aid Spray**, **Handgun Bullets x30** and either the **Magnum** or **Grenade Launcher**. Which weapon you'll get is entirely random, but both are quite good.

❺ Head outside, then back through the hallway and down the steps. Right as you come past the window, the Nemesis will come crashing through for your second encounter. It's much easier to just run away (if you make it out of the Raccoon City Police Station, he won't follow you anymore!). But if you do choose to fight him, you'll get the **Eagle Parts B**. Combine the two groups of parts when you get the chance, and you'll have a new and improved handgun capable of critical hits, the **STI Eagle**.

❻ On the way out of the Police Station, grab the **Green Herb x3** and run to the door near the flaming wreckage. The door requires the Lockpick to open.

Ⓒ The Uptown Area (part 2)

❶ Use the Lockpick on the door, run down past the barrel and search the dead soldier's body. Grab the **Handgun Bullets x30**, and run into the next hallway. There's usually a decent supply of **Green Herbs** here (between one and three), so don't forget to grab some. Three Zombie Dogs'll come blasting out of nowhere in the next room, so hit 'em quick and hit 'em hard. Search the dead man behind the bus for a jar of **Gun Powder B** and head through the door.

❷ Take the **Power Cable** from the car parked in the corner, and enter the save room. Sometimes there are Zombie Dogs in this room, and sometimes there aren't. Be prepared...

❸ Grab the **Handgun Bullets x30**, and the **Ink Ribbon x3**. This is another good point to save your game (there's some tricky stuff coming up). Keep the Lockpick in your inventory, and head out the door.

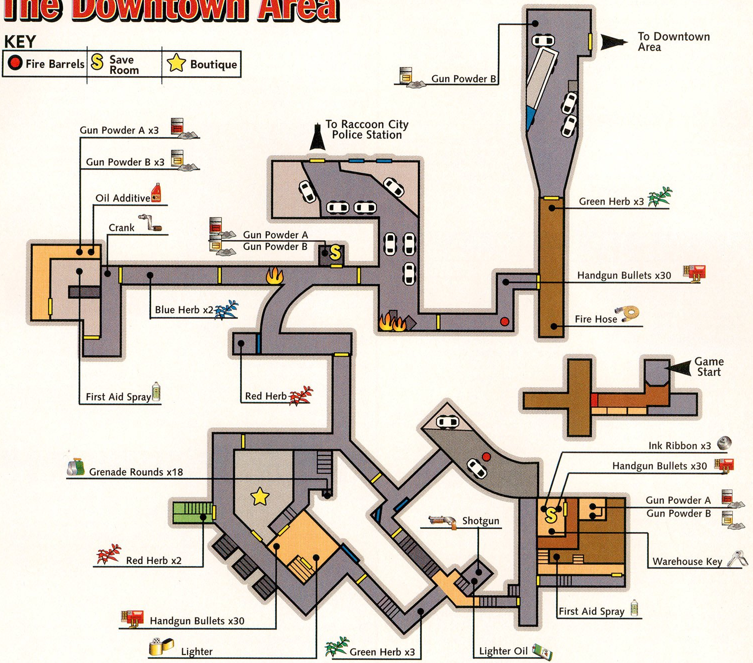
COMPLETE WEAPON CHART

STATS AND INFORMATION

	ITEM	COMMENTS
	Combat Knife **Location:** In your "toy box" at start **Damage:** Useless **Attack rate:** Very slow **Ammo type:** N/A **Max capacity:** N/A	Get through the game using only the knife and I'll give you a million dollars. OK...maybe not. But it doesn't change the fact that this thing is COMPLETELY worthless.
	Beretta M92F 9mm **Location:** Jill's default weapon **Damage:** Minimal, but useful **Attack rate:** Very slow **Ammo type:** Handgun Rounds **Max capacity:** 15	The handgun has been the same since the first RE game—useful in the beginning, but useless at the end. Use up your initial group of rounds, then put it aside.
	SIG Pro 9mm **Location:** Nicholai's weapon **Damage:** Minimal, but useful **Attack rate:** Very slow **Ammo type:** Handgun Rounds **Max capacity:** 15	Damages and controls just like the standard Beretta. *Note: It's only accessible when playing the Mercenaries game with Nicholai.*
	STI Eagle 9mm **Location:** Get from Nemesis **Damage:** Minimal, + critical hits **Attack rate:** Moderate **Ammo type:** Handgun Rounds **Max capacity:** 15	You'll get critical hits every so often (5% of the time), killing Zombies on the first shot. Otherwise, it's the same as the previous two handguns—mediocre at best.
	S&W .44 Magnum **Location:** Power room locker **Damage:** Very high **Attack rate:** Moderate **Ammo type:** Magnum Rounds **Max capacity:** 6	One-shot kills on tougher enemies (including Hunters, Spiders, etc.), make it the choice of champions on subsequent trials through the game.
	Benelli M39 Shotgun **Location:** Dead body near beginning **Damage:** Moderate, + spread damage **Attack rate:** Slow **Ammo type:** Shotgun Shells **Max capacity:** 7	Spread damage means that you can take out more than one enemy with one blast. If Zombies are lining up, this weapon is your best choice as a room-clearer.

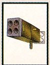
Look to the regular walk-through for detailed locations on all the weapons listed above. Note that certain weapons can be found as secrets in the game itself, OR be bought in the Mercenaries game (Operation Mad Jackal). See the Mercenaries sidebar at the end of this guide for more details on how to get them.

The Downtown Area


KEY
● Fire Barrels
S Save Room
★ Boutique
To Downtown Area
Gun Powder B
Gun Powder A x3
Gun Powder B x3
Oil Additive
Crank
To Raccoon City Police Station
Gun Powder A
Gun Powder B
Green Herb x3
Handgun Bullets x30
Blue Herb x2
Fire Hose
First Aid Spray
Red Herb
Game Start
Ink Ribbon x3
Handgun Bullets x30
Grenade Rounds x18
Gun Powder A
Gun Powder B
Shotgun
Warehouse Key
Red Herb x2
First Aid Spray
Handgun Bullets x30
Lighter
Green Herb x3
Lighter Oil

Complete Weapon Chart (cont.)

STATS AND INFORMATION

	ITEM	COMMENTS		ITEM	COMMENTS
	Western Custom M37 **Location:** Get from Nemesis **Damage:** Moderate, + spread damage **Attack rate:** Fast **Ammo type:** Shotgun shells **Max capacity:** 6	A riot to play with, although not quite powerful enough, it shoots extremely fast and does massive spread damage due to its ultra short barrel.		**Mine Thrower** **Location:** Dead body in Clock Tower **Damage:** Moderate to high **Attack Rate:** Slow **Ammo Type:** MT Rounds **Max capacity:** 6	Great for use in groups of zombies, but utterly useless with any other sort of creature. A neat idea, but not practical enough to carry around at all times.
	HK-p Grenade Launcher **Location:** In locker in S.T.A.R.S. Office **Damage:** High **Attack rate:** Slow **Ammo type:** Any Grenade rounds **Max capacity:** What you can hold	Massive damage, and quite the selection of rounds to play with. Try making both Acid and Freeze rounds, since they work the best for what they cost (powder-wise).		**Gatling Gun** **Location:** Mercenaries game **Damage:** High **Attack Rate:** Very fast **Ammo type:** N/A **Max capacity:** Infinite	It's a great weapon, but it takes a while to get spinning (like the mini-gun from RE2). Once you finally get it going, though, nothing will stand in your way for long...believe me.
	M4A1 Assault Rifle **Location:** Carlos' weapon, Merc. game **Damage:** Very low **Attack rate:** Selectable **Ammo type:** N/A **Max capacity:** 100%	You can get this for $2,000 in the Mercenaries game. Great against hordes of zombies, but crappy against any of the fast moving enemies.		**Rocket Launcher** **Location:** Locker, Mercenaries game **Damage:** Ultra high **Attack rate:** Very slow **Ammo type:** N/A **Max capacity:** 4, 8, Infinite	The RL has the best stopping power of any weapon, and is absolutely **essential** for fighting the Nemesis (one-shot kills). Buy it in the Mercenaries game for $4,000.

Look to the regular walk-through for detailed locations on all the weapons listed above. Note that certain weapons can be found as secrets in the game itself, OR be bought in the Mercenaries game (Operation Mad Jackal). See the Mercenaries sidebar at the end of this guide for more details on how to get them.

C The Uptown Area (part 2 cont.)

❹ You'll probably fight a couple more Zombie Dogs out here, so get ready to either whip by or blast them. The next room will be your first encounter with the Brain Suckers (the arachnid-looking beasties), so have your toughest weapon equipped, and get ready to jam on the buttons for some dodge/parry action! The best technique is to attack from afar with Grenade Rounds, but if you don't have any, just use the shotgun.

D The Downtown Area

❶ Go to the restaurant, flying past the **Green Herb x3** and the Bronze Compass puzzle (worry not, you'll deal with this later). Grab the **Gun Powder A** and run back into the kitchen area. Use the Lockpick on the small locker and grab the **Fire Hook**.

❷ Use the Fire Hook on the latch in the middle of the kitchen and a small cinema will ensue. Right afterwards, the Nemesis will appear for your third encounter. You'll have two choices (see below).

MAKE A CHOICE

Run to the Basement	Hide in the Kitchen
If you choose to run and hide in the basement, a large water leak will spring and the passage will begin to fill up. Quickly run to the end of the hallway and check the wall opposite of the freezer door. Carlos will come to boost you through the small passage. You'll end up out in the hallway near the barber shop.	When you hide in the kitchen, Jill will throw the lantern at the propane tanks to knock the Nemesis down (Grab the **First Aid Pak x3** from him). You'll still have to fight him, though, so get ready. He'll stand up when you're about to leave the restaurant, so it's best to just equip some powerful ammo and let loose right in the eatery itself.

❸ Run up past the barber shop and into the save room. Grab the **Rusty Crank** and the **Shotgun Shells x7**. Leave, and continue through the door and around the corner.

❹ Make your way past the wrecked cars and enter the newspaper building. Grab the **First Aid Spray** and the **Ink Ribbon x3**. Nudge the ladder until it's lined up with the switch up above the pop machine. Then, activate the power switch by climbing up top. Run down to the fire shutter, and access the panel to open up the door and gain entry to the office.

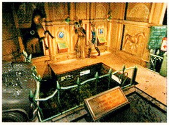
❺ Once you're in the office area, grab the **Green Gem** and the **Gun Powder A x2**. Head back down to the city hall entrance to use both the Green and Blue Gems on the clock near the gate. The gate will unlock and you can now enter the city hall area.

❻ Proceed to the park area and head left up at the fork. Wander through the alley and grab the **Green Herb x2** before heading through the gate. Run past the small fire and over the crate, then go the rear of the trolley car. Enter to find Nicholai and Mikhail. After talking with them, you'll have a quick chat with Carlos. He'll give you the **Assault Pack** (which increases your maximum item capacity by two), and then you should proceed to the front of the trolley car so you can grab the **Wrench**. Unlock the front door and leave.

❼ Make your way back to the entrance of the city hall area and pass the green door. Zombies will will be flowing out like water, so do your best with the shotgun to rack up multiple hits per shot. Run up to the statue and grab the **Bronze Book**.

D The Downtown Area (cont.)

❽ You'll need to backtrack quite a bit. Pass the barber shop and head north to the area with the Bronze Compass. Once there, you'll need to place the Bronze Book in the first slot before you can run up to take the **Bronze Compass** from the second slot (I know they're mentally challenging you now).



❾ Now, head back to the city hall entrance once more. Go to the statue of Michael Warren and place the Bronze Compass in his hands to reveal a **Battery** (remember the elevator that needed power?). Take it and run pass the barber shop into the room with the elevator.

❿ Place the Battery in the elevator, then ride to the lower level power control area. There are a lot of Zombies down here, so bring some ammo or it will be a short trip. Search the corpse to reveal a jar of **Gun Powder A**, then head over to the far corner and enter the door.

⓫ Sometimes there are Brain Suckers (those darned arachnid beasties) waiting inside the small passageway; sometimes there aren't. Prepare for the worst (as always) and assume that there will be. In other words, pack some serious heat if you plan on getting through this room with no troubles. There are usually some **Red Herbs x2** here, but sometimes they magically disappear. Another one of those freaky random thingies…

⓬ Enter the power room and activate the power generator with the startup switch first (a separate machine toward the center of the room). Then, run over to the main control box to encounter your first *real* puzzle. This one is frustrating, so here's the quick solution:

Door #1: Red, Blue, Blue, Blue
Door #2: Blue, Red, Blue, Red

In the first room lies the **Fuse**, and in the second room will be either the **Magnum** or the **Grenade Launcher** (depending on which one you got in the S.T.A.R.S. office earlier). When you exit the first room, you'll be faced with another frenzied decision.

MAKE A CHOICE

Head to Emer. Exit	Increase Electricity
You'll quickly dart to the back of the room and open up an extra passage that leads out into the main area that you just came from (bypassing the Zombies altogether). The downside is that you'll have to go back for the weapon in the second room, killing all the Zombies with whatever ammo you have left anyhow.	This one is highly recommended, since you'll get to melt all those Zombies simultaneously (with no ammo expenditure), and hear that cool "head-pop" sound five or six times in a row. You'll also be able to run into the second room and grab the weapon from the locker, and leave much faster than if you took the emergency exit.

⓭ You *may* choose to do neither, and just fight the Zombies straight up, but we all know that would be a *major* waste of ammo, now wouldn't it…

⓮ Leave the room, and get ready for one of two things. Sometimes (very rarely), the Nemesis will appear on the roof of a nearby building and begin heaving rockets at you. There is no choice but to run, so be quick! Most of the time, he won't show up and you'll be able to just waltz right back up to the elevator.

FIGHTING THE NEMESIS

(Part 1)

Your First Game

• The first time through the game, I highly recommend running from the Nemesis every chance that you get. If you plan on playing through RE3 to get each and every secret, you'll have plenty of time to play with him in one of your subsequent games (can you say EIGHT completions?).

• Sometimes, you'll have no choice but to fight him. This is when you'll need to bust out the Magnum or Grenade Launcher, and go nuts. The dodge command will be key, so jam on the buttons and hope that you're able to dodge his impending grasp of doom. If he does manage to grab you, you're in trouble (35-45% damage). When he throws you down, you'll need to pound on the buttons to try and get up as quickly as you can. If you just lay there, he'll pick you up and repeat the process indefinitely. Being thrown into the "loop" is quite frustrating when fighting the Nemesis, and unfortunately, there is no "tech-roll" to let you get out of it.

• Also, try to use terrain to your advantage. Remember that the Nemesis cannot follow you into save rooms. Keep yourself fully healed!

Any Subsequent Game

• Upon your first completion of RE3, I recommend spending some time in Operation Mad Jackal to grab the Infinite Rocket Launcher (IRL). It costs $4,000, which should only take about three to four hours to earn.

• Carry the IRL at all times and be prepared to equip it at a moment's notice. Just let the Nemesis get right up and personal with ya', and fire! Wait until he gets up again, and let another one fly. He NEVER takes more than two rockets to kill.

• Once in a while, the Nemesis uses his hyper-molecular ability to dodge your rockets. To prevent this, always shoot at him up close.

Buying yourself the Infinite Rocket Launcher is the best thing you could ever do, seeing as it only takes two direct hits to drop the Nemesis for good. Although the M-4 Assault Rifle and Gatling Gun look appealing, the Rocket Launcher is a much better buy for the money.

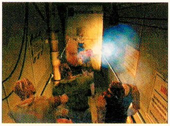
E The Uptown Area (part 3)

❶ Backtrack through the parking garage, pass the wrecked bus scene and head straight to the end of the next hallway. Get the **Fire Hose** by using the Wrench, then head through the first door to your right. Backtrack a bit more (toward the beginning), and you'll encounter that flashing panel that's built into the wall. Use the Fire Hose, and Jill will put out the nearby fire. Now you can proceed down the hallway and through the door.

❷ Head down the hallway and grab the **Crank**. There will be two Brain Suckers here, but there also happens to be an explosives box hooked to a nearby wall. You can try to get a clear shot on the box when the two creatures are close to it, but it's highly unlikely and you're better off just blasting them with conventional methods. Enter the double door when it's all clear.

❸ Talk to Nicholai and head to the desk to grab the **TV Remote**. Use it, and watch the commercial to write down the code for the computer (it's usually Safsprin, or Adravil, but I've seen others). The code is random, but it's easy to just type it in and be on your way.

❹ Head through the door and grab the **Oil Additive** on the end of the shelf. Sometimes there is **Gun Powder A x3** and **Gun Powder B x3** on the nearby ledge. Hope that they're both there! Head back to the hallway for a short cinema.



Have 'em bunch up, then let loose on the steam wheels. Steamy!

❺ When the Zombies start pouring in, shoot the valves to release steam and rip them to shreds (it's a much better method than wasting tons of ammo). Wait until there's a whole pile of them lined up, since the steam only lasts for a few short seconds.

❻ Once you're upstairs, check the cabinet near Nicholai's PC to find a **First Aid Spray**. Leave the building and head back to the city hall area once more. On the way back, you'll fall in a hole and be confronted with a choice.

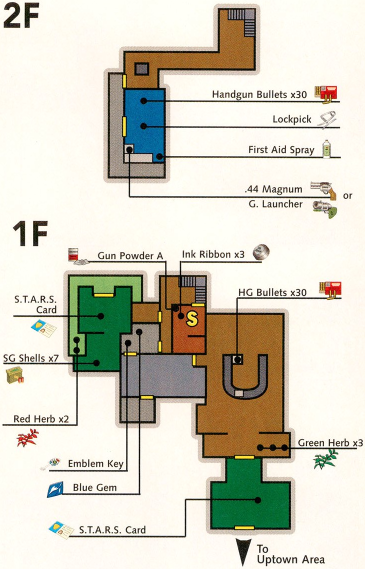
MAKE A CHOICE

Climb Up	Jump Off
This choice is really quite silly. Just climb up and the boxes will miss you and fall into the hole. You're not missing anything by doing this, so don't sweat it.	If you happen to be like a Ninja Turtle (remember them?) and have a thing for sewers, jump down and see if you can find some weeds...

❼ It really doesn't matter which one you pick, although I prefer to just climb up and be on my way. By going down, you'll just have to run through some murky sewage and run back past the bus once more. What a drag...

❽ Stop off at a save room on the way back and grab the Rusty Crank and Power Cable from your toy box (also bring the Oil Additive and the Fuse). This is also a great time to grab an Ink Ribbon and make a save if you haven't done so in a while. Once through the main gates of the city hall area, head down to the fork in the path and take a right. This heads straight into the gas station...

The Police Station



KEY

S Save Room

FIGHTING THE NEMESIS

Nemesis HP Chart!

- OK, so certain stats on this chart really aren't all that helpful. Who in their right mind is really gonna try to kill the Nemesis with the Combat Knife (besides me)? Just look at the chart below and know that we tried every weapon combination in the game to see what he was weak against, and we came up with some pretty impressive (and accurate) results. Have fun with it, 'cause we didn't!

Combat Knife	100*	Flame Rounds	12
Beretta, Eagle Handgun	48-50	Freeze Rounds	10
Handgun (special bullets)	30-32	S&W .44 Magnum	14
Benelli Shotgun	24-26	M-4 Assault Rifle	100-120
Shotgun (special bullets)	18-20	Mine Thrower	16
Grenade Rounds	16	Rocket Launcher	2
Acid Rounds	14		

**The Knife was the only weapon we weren't able to kill the Nemesis with. The number stated above is purely an estimate based on how far we got with him.*

(Part 2)

Special Items (in order of appearance)

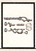
Certain encounters with the Nemesis lead to a special item drop. He always drops them in this order, but when and where you get them is entirely up to you.

❶ Eagle Parts A
Combine these parts with Parts B to make the STI Eagle.

❷ Eagle Parts B
Combine these parts with Parts A to make the STI Eagle.

❸ Health Pak x3
Can be used as three separate health paks, but only takes one space in your inventory.

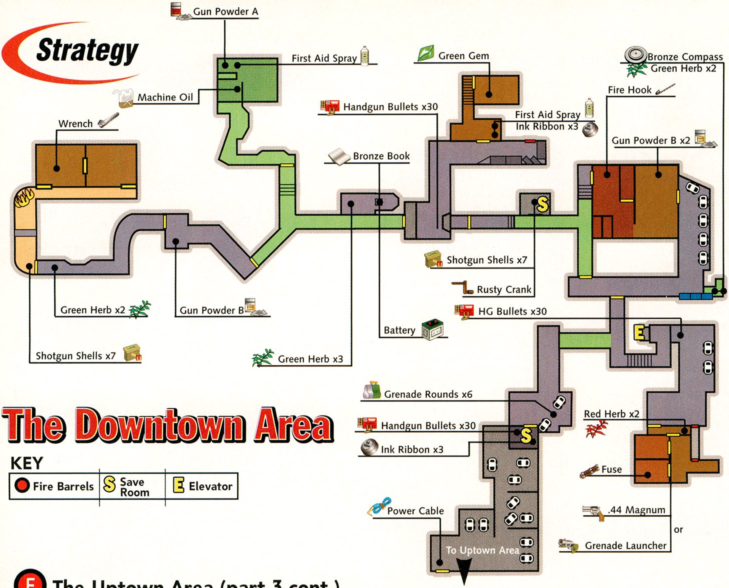
❹ M37 Parts A
Combine these parts with Parts B to make the Western Custom shotgun.



❺ M37 Parts B
Combine these parts with Parts A to make the Western Custom shotgun.

❻ Health Pak x3
Having two of these is much better than one. These are refillable with regular health sprays.

❼ Infinite Ammo (one weapon)
Combine this with one weapon to get unlimited ammo for the rest of the game.

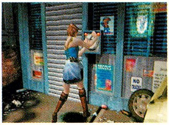

Gun Powder A
First Aid Spray
Machine Oil
Wrench
Handgun Bullets x30
Green Gem
First Aid Spray
Ink Ribbon x3
Bronze Compass
Green Herb x2
Fire Hook
Gun Powder B x2
Bronze Book
S
Shotgun Shells x7
Rusty Crank
HG Bullets x30
Battery
Green Herb x2
Gun Powder B
Shotgun Shells x7
Green Herb x3
E
Grenade Rounds x6
Handgun Bullets x30
S
Ink Ribbon x3
Red Herb x2
Fuse
Power Cable
.44 Magnum
or
Grenade Launcher
To Uptown Area

The Downtown Area

KEY

● Fire Barrels
S Save Room
E Elevator

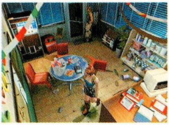
E The Uptown Area (part 3 cont.)



All that way to find out that it breaks...

❾ Use the Rusty Crank on the entrance to the gas station and it will break (go figure). But it just so happens that you have the handy-dandy Wrench with you! Use it, and manually turn the bolt to raise the gate. This allows access into the office area.

❿ Carlos will enter, strike up a conversation and then leave (what's with that guy?). Head over to the cabinet and grab the **First Aid Spray** before accessing the switchboard. When you activate the panel, you'll be faced with a simple puzzle. You'll have to get only one letter to light at a time, three times in a row. This is much easier to do by simply going ballistic on the thing rather than actually trying to mathematically decipher it. Just pound on the controller as you move from side to side, and I promise that you'll complete this puzzle under two minutes. Now that's some expert technique right there…

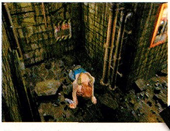


There's usually a decent supply of Gun Powder inside.

⓫ Grab the **Machine Oil** and mix it with the Oil Additive. When you try to leave, another cinema will take place. After the cinema, exit the room and into the main hallway of the city hall area. The Nemesis will appear once again for your fourth (or possibly, fifth) encounter.

⓬ You have no choice but to fight or flee here, so I suggest that if you choose to fight, do so in a open area like the room with the wrecked cars (right down the main hallway). This way, you can dodge or parry more of his attacks because you'll have some extra room to scurry about. When you kill him, he'll drop the **M37 Parts A**.

⓭ Head back to the trolley car, and Jill will fall into another hole (what's with all these random holes that just seem to pop out of nowhere?). This part is tricky because you'll need some extremely quick fingers to activate the switches without getting clipped by the *Tremors*-like worm creature (it's a snakeoid!). Flip both of the side switches; then activate the main switch to lower the ladder. Don't be embarrassed if you screw up, I died a horrible death in this room many times…



One of the trickiest parts in the game—you'll need fast fingers...

⓮ Now is great time to head back to any of the optional areas that you haven't already visited, and pick up any scattered items that you left behind. You could go use the Crank on the locker near the restaurant to get the **Grenade Rounds x18**, or go all the way back to the original warehouse and see what happened to the fat guy from the beginning. If you do go all the way back, you'll get **Gun Powder A x2** and **Gun Powder B x2** (and find his diary!). Once you're done grabbing all your goodies from this area, run back to a save room and suit up for another fight with the Nemesis. Mix up some ammo, grab a couple heals and perform whatever voodoo magic you need to help beat him into a gritty pulp.

E The Uptown Area (part 3 cont.)

⑮ Now that you have all three parts to get the trolley car started, head back to it and use the Oil, Fuse and Power Cable on the control panel. Carlos will give you **Flame Rounds x6**. A cinema will take place and you'll need to fight the Nemesis once more. Your only choice is to let loose with whatever type of weapon you've got. Do it fast, and don't let up! Once he falls, Mikhail will take over and another cinema will ensue. After it finishes, you'll be faced with another important decision.

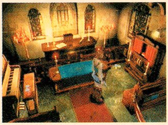
Mikhail knows how to take control of a hostile situation!

MAKE A CHOICE

Climb Up

You'll end up in the same general area as if you were to use the emergency brake, but the EXACT spot where you start will be slightly different. Don't forget to grab the **Clock T. Key, Gun Powder A x2** and **Gun Powder B x2** from behind the picture

When you leave this room, you'll encounter Carlos. He'll give you **Freeze Rounds x6** and then wander off on some goofy-ass mission of his. Make your way through the main hallway, the dining room, and, finally, past the piano and into the save room. Check the cabinet to reveal the second **Clock T. Key**. Grab the **Gun Powder A x2** and the **Gun Powder B x2** before heading out once more. Continue with the main walk-through from this point.


The Chapel is your only safe haven from the Nemesis.

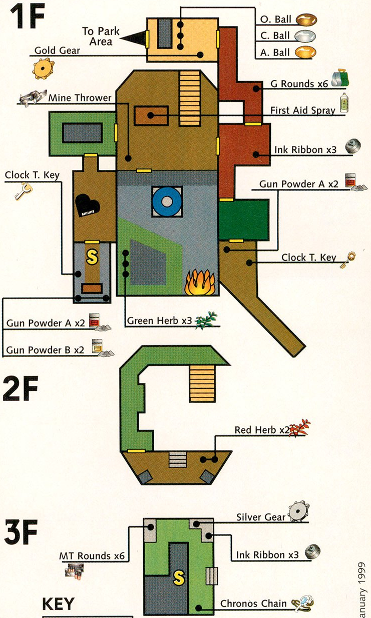
Jump Off

You'll still end up at the Clock Tower, but you'll need to make your way through the pecky-pecky Crows and come in through the side door. Usually, you'll find **Blue Herb x2** and **Green Herb x3** down in the southernmost corner of the park area.

Once you're inside the main hallway area, run past the piano and enter the save room. Grab the **Clock T. Key** from the cabinet. Sometimes there will be some **Gun Powder A x2** and **Gun Powder B x2**. Head across the main hallway (passing all the items) and into the den/study area. Go through the last door and grab the second **Clock T. Key** from behind the picture. Backtrack to the main hallway once more, and continue with the main walk-through from this point.

It's a good idea to bring some weaponry when exploring.

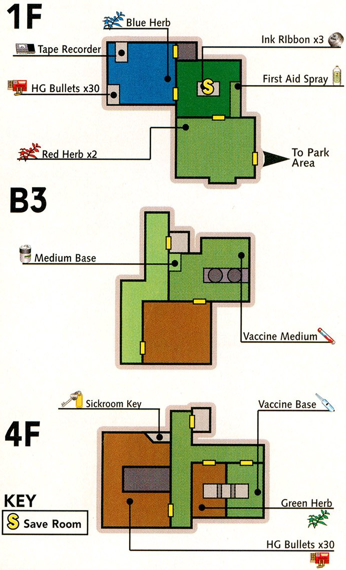
The Clock Tower


1F
To Park Area
Gold Gear
O. Ball
C. Ball
A. Ball
G Rounds x6
Mine Thrower
First Aid Spray
Ink Ribbon x3
Clock T. Key
Gun Powder A x2
S
Clock T. Key
Gun Powder A x2
Green Herb x3
Gun Powder B x2
2F
Red Herb x2
3F
Silver Gear
MT Rounds x6
Ink Ribbon x3
S
Chronos Chain

KEY

S Save Room

The Hospital

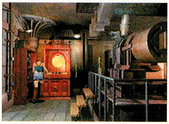


F The Clock Tower

❶ If you're in the main hallway and you have both of the Clock T. Keys, grab the **Mine Thrower** from the dead soldier and the **First Aid Spray** from the table. If you've saved a lot of heals up to this point, you might want to leave the Spray for Carlos, since he won't get more than three heals during his entire journey.

❷ Head upstairs and get ready to knock off the Spiders that lurk above. The mini Spider babies don't hurt you, but they do induce a stutter and open you up for a potential attack from another lingering Spider. Once it's clear, head through the door and go all the way to the end of the ledge. Here you'll find some **Red Herb x2**.

❸ Use the Clock T. Key on the tile below the face of the clock and a ladder will lower down, granting you access to the third floor. Climb the ladder and enter the room to find a horde of goodies including **Ink Ribbon x3**, the **Silver Gear** and a box of **M.T. Rounds**. If you use the Silver Gear on the space in the wall, you'll see that it doesn't work. Damn…it's broken. You'll deal with this later.



Solving the music box puzzle gives you the Chronos Chain.

❹ Head over to the large music box against the wall. Activate it, and you'll hear a smooth and relaxing musical masterpiece. Ding ding ding ding ding dang dung…ding ding ding ding doo doo dee doo…doo doo da ding dung (hum the previous line for realism). Unfortunately, this puzzle is random, thus preventing me from giving you an easy solution. On the bright side, this puzzle is fairly easy and should give you little or no trouble so long as you're not tone deaf. You should have no problem picking out the bad tones and replacing them with the good ones (the object is to put the entire sequence in key). When you do, you'll get the **Chronos Chain**. Combine the Chronos Chain with the remaining Clock T. Key to make the **Chronos Key**.

F The Clock Tower (cont.)

❺ Throw most of your stuff into the toy box and make a save at the nearby typewriter. Grab a few heals and load up on ammo, 'cause it's time to fight the Nemesis again. Woohoo! When you climb down the ladder and try to exit down the stairs, he'll pop through the door muttering his favorite phrase yet again. You'll have to make a choice quickly, or you'll be forced to fight him up on the ledge (which isn't very fun).

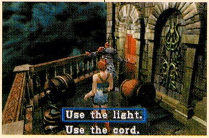
MAKE A CHOICE

Use the Light

When you use the light, the Nemesis will be temporarily blinded, allowing Jill to push him over the ledge. With this choice, you'll miss out on a valuable item (the **First Aid Pak x3**), but you won't have to waste any ammo trying to kill him. It is the easy way out, and I recommend it for first time players.

Use the Cord

If you use the cord, you'll pump him full of juice and he'll drop the **First Aid Pak x3**. When you leave the room, you'll fight him once more, so have some heavy weaponry ready. You can try and get down the stairs to safety, but he'll usually put you down before you make it that far.



Make your choice, or let the time run out and fight him.

F The Clock Tower (cont.)

❻ Head back down the steps and into the library area with the green door. Use the Chronos Key (note that I say the the Chronos Key, not the Chronos Chain) on the door to unlock it. Three Spiders await, so your best bet is to let loose with some of those specialty rounds that Carlos has been giving you. Flame and Acid rounds work well. When it's clear, search the body for some **Grenade Rounds x6** and head through the next door.

❼ Run over to the three statues along the wall and grab the **Obsidian Ball**, **Crystal Ball** and **Amber Ball**. You'll need to arrange these in a certain order within the small trays next to the paintings on the wall. The idea is to get the center clock to read 12:00. Another random puzzle, this one can be a real pain if you're just trying to randomly guess the placement of each ball. To help you with that, here's a chart of how much each ball progresses the time either forward or backward (below).

❽ Grab the **Gold Gear** and head for the top of the Clock Tower once more. Access your toy box and combine the two gears to make the **Chronos Gear**. Next, place them into the gearbox. The Clock Tower bell will ring, and you should make your way down the ladder to watch the brief CG cinema.

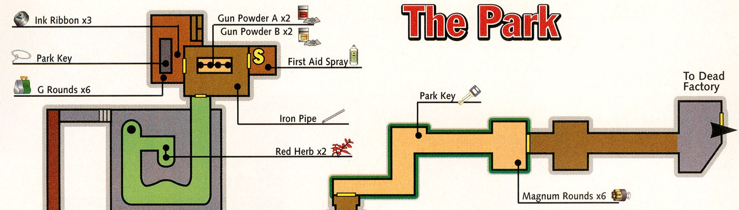
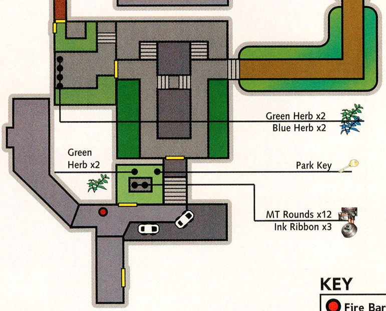
❾ After the movie, you'll have to fight the Nemesis out in the courtyard. Freeze Rounds will put him down for the count rather quickly; so remember to make a few before you enter this sequence. Begin the mission with Carlos here.

Is Jill down for good? With Carlos around, no way!

PUZZLE!

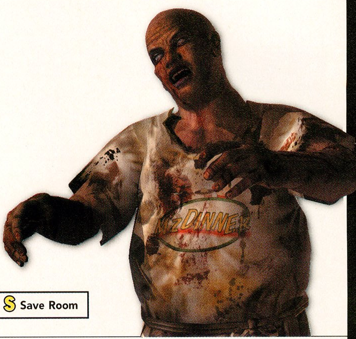
Item	Past Goddess	Present Goddess	Future Goddess
Amber Ball	–3 hours	+3 hours	+6 hours
Obsidian Ball	–2 hours	+2 hours	+4 hours
Crystal Ball	–1 hour	+1 hour	+2 hours

The Park

KEY

● Fire Barrels | S Save Room



G Carlos

① Make your way over to the bell that Jill was unable to nudge (in the room with the triple statue puzzle) and push it out of the way. Head outside and use the explosive barrel to take out the pile of Zombies.

Push the bell with Carlos to gain access to the outlying area.

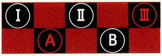
H The Hospital

① Enter the Hospital and prepare to meet an old friend (from RE1). Fight the two Hunters that appear and grab the **Red Herb x2** in the back of the room. Enter the save room, then grab the **First Aid Spray** and the **Ink Ribbon x3**. Head out into the lounge area and grab the **Blue Herb** from the desk. Search the lockers to find **Handgun Bullets x30**. On the table you'll find a **Tape Recorder**, which you'll need to use on the voice recognition lock near the elevator. Enter the elevator, and head to down to B3.

② Inside the lab area you'll find another soldier (he's a troubled soul). After the brief cut-scene, grab the **Green Herb x2** and head through the door. Take the **Medium Base** and turn on the switch near the cultivation tank. Once it's activated, use the Medium Base to activate the puzzle. See the chart (above right) for the quick switch solution:

③ You'll get the **Vaccine Medium** when you complete this puzzle. When you round the corner, the two Hunters will crack the glass containers and try to slice your face off. Your best bet is to run straight for the door and ignore them completely. Backtrack to the elevator and ride it up to 4F.

PUZZLE!



Up - White

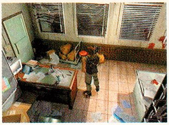
Down - Red

④ On the fourth floor, head to the Data Room, and take care of the two Hunters who reside there. Grab the **Handgun Bullets x30** from the table and the **Sickroom Key** next to the experimental jars.

⑤ Head around the corner and enter the first door to your right. Inside, search the corpse to reveal a three digit (random) code. Write this down for use on the safe in the next room.

⑥ Use the Sickroom Key on the next door, and you'll be faced with an annoying, but simple, puzzle. Basically, you'll need to take note of the exact location of the cart in the previous room (which plate is it on?). If it was up in the top right corner, then you'll have to move the cart so that it's in the top left corner. Once the safe opens, use the three digit code and get the **Vaccine Base**. Combine the Vaccine Medium with the Vaccine Base to make the **Vaccine**.

⑦ Blast the two Hunters into the netherworld and hop on the elevator down to 1F. Once there, a horde of Zombies will rush you, so use whatever remaining M-4 ammo that you have.



⑧ Run through the save room and into the main hallway where you'll find the bomb. You'll have six seconds to escape through the front door (plenty of time), or the bomb will go off and take you with it. Once clear of the building, backtrack all the way to Jill and administer the Vaccine. On the way back, you'll encounter the Nemesis as he pops through the ceiling of the main hallway in the Clock Tower. Just avoid him and keep moving, for gosh sake!

I Jill (part 2)

① Make a save, then stock up on weaponry to fight your old pal in the black trenchcoat once more. Exit the Chapel and head for the door near the wrecked Hospital (bring the Lockpick!). When you cross the piano, the Nemesis will pop out. You know the drill by now (you better!), so kill him here and receive the **Infinite Ammo** (for use on one weapon only).

② Use the Lockpick on the door and enter the save room. Grab the **Ink Ribbon x3**, the **M.T. Rounds x12** and the **Park Key**.

J The Park

❶ Once you've got all the items, enter the park by heading outside and going up the flight of stairs. Run down the right side and head down the stairs. Run past the pond— happily blowing Zombies' heads off as you go. Kill the dogs in the next passageway and grab the **Park Key** from the corpse. If you continue just a bit further, you'll get **Magnum Rounds x6** from the corpse.

❷ Head all the way back to the Park entrance and through the gate on the left side. Activate the power generator to lower the water level in the pond, and you'll be faced with a puzzle. Here's the simple solution:

PUZZLE!

Move the gears in this order: **Black, White, Black, White, Black, Black.**

❸ The water will drain out from the pond, and you can head down the ladder into the sewer. Climb out the other side and go up into the graveyard. There are some **Green Herb x2** and **Red Herb x2** in the open area to the back of the graveyard. Head to the other gate and use the Park Key to enter the cabin area.

❹ Grab the **Iron Pipe**, **Gun Powder A x2** and the **Gun Powder B x2.** Head into the save room and grab the **First Aid Spray** on the desk. Grab your Lighter from the toy box, then run back into the previous room to light the kindling in the fireplace. When you're done, use the Iron Pipe to smash out a passage through the wall.

❺ Enter the room and search for a whole slew of items including some **Ink Ribbon x3**, **Grenade Rounds x6** and the **Park Key** (a different one than the previous few keys). When you leave, you'll encounter Nicholai once more. After the cinema, head over to the save room and SAVE YOUR GAME! I stress this because the next main encounter is like taking the express elevator to hell—"Going down!" Load up on healing items, then exit the room to watch a cinema.

❻ When fighting the Worm (Snakeoid), it's best to just run around and avoid him for as long as possible. After a minute or so of dodging and parrying its attacks (probably the longest minute of your life), one of the street lamps will fall in the water and start sparking. Shoot the remaining lamps with your handgun and you can electrocute the Worm by luring him into the voltage ridden puddle. This may seem a bit tough to do the first time through, so don't freak out if he kills ya' once or twice (stress on the all-important save before entering this area). Once it's clear, climb up the grate and through the sewers to end up back in the Park area.

❼ Before you proceed any further, I suggest you save your game here. There is a key decision coming up, so this will be a great save to come back to once you finish the game and want to see the second outcome (hint hint). Cross over the bridge, and enter the gate. Run all the way to the end of the passage and use the Park Key on the padlock. Run up the stairs, and you'll confront the last major choice in the game.

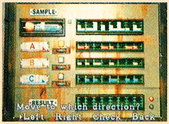
MAKE A CHOICE

Push Him Off

If you choose to push him off, you'll enter the Dead Factory through the front gate. Get past the Brain Suckers, and go into the save room across the hall. Continue at the main walk-through from this point.

PUZZLE!

The object of this puzzle is to line up each of the three bar graphs and make them equal the sample shown below. It's tough, but not impossible. Since the puzzle is random, your best bet is to work on one bar at a time. Slowly but surely eliminate the numerous false alarms until you get the green light.



Move to which direction?
Left Right Check Back

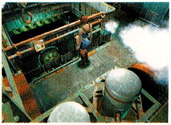
Make your sample look exactly like theirs to solve this puzzle.

Jump Off

When you jump off, you'll have to climb back up through some sewer pipes and enter the Dead Factory through a fence in the basement. Crawl through the water and enter the save room to the right. Grab the **Water Sample** from the control panel on the wall and the **Ink Ribbon x3** next to the typewriter. Head out the back door and down the steps, then grab all the items scattered around the lab area. Grab the **Gun Powder A x2**, **Gun Powder B x2** and the **First Aid Spray**. Sometimes the Gun Powder isn't there, sometimes it is. Place the Water Sample into the control panel against the far wall and get ready for yet another random puzzle. (See Puzzle description in the first choice to the left). Once you solve the puzzle, you'll unlock the first lock on the door in the main control room. Head back upstairs and through the save room. Go down through the sewers, and you'll encounter Carlos. Run to the other exit and head up the elevator to the main floor of the Dead Factory. Clear out the zombies and run out into the save room across the hall. Continue at the main walk-through from this point.

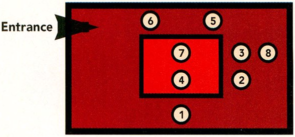
K The Dead Factory

❶ In the save room, grab the **Facility Key**, **First Aid Spray**, **Gun Powder A x2** and the **Ink Ribbon x3**. Head through the next door, and you get to start fiddling with the ever-so-frustrating steam puzzle (don't worry about that elevator just yet). Basically, you'll need to push the switches in the exact order as listed on the chart below. You'll gain quick access to the power system to deactivate the second lock.



This chart below simplifies the puzzle—so use it!

PUZZLE!



❷ Scurry back to the room across the hall and grab the **System Disk** from the computer terminal, as well as the **Green Herb x3** from against the wall. Run back into the elevator again, head down to the sewer area and go through the save room. Go down the steps once more and approach the machine next to the water sample testing equipment. Input the facility key and it will rewrite the data for later use (you'll use this in a few minutes).

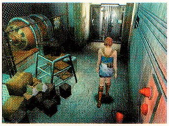
❸ Head back up to the elevator and ride it back up to the main floor. Dart through the hallway and into the nearby save room. Save the game here and load up on your best ammo for the final encounter with the Nemesis (well...kind of). Freeze Rounds work well, but so do Flame or just standard Grenade Rounds. Head into the door that you spent all this time unlocking and use the System Disk on the computer panel against the rear wall. A brief cutscene will occur; then you'll fight the Nemesis.

❹ Every once in a while, I was able to shoot the small wheels and release acid on the Nemesis. It's a bit tricky to dial in on them, but when you do, they can cause some massive damage if you have him lined up correctly. When he falls, grab the **Card Key** from the dead scientist, and leave the room for a CG cinema.

❺ Head back to the save room across the hallway and go into the steam room to ride the elevator down (use the Card Key). When you arrive downstairs, grab the **Grenade Rounds x12** and head over to the locker against the wall. Use the Facility Key (make sure you had the data rewritten back near the water sample machine), and you'll get the **Rocket Launcher** with four rockets. That's some heavy artillery, baby!

K The Dead Factory (cont.)

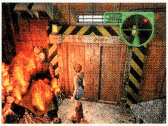
❻ Once you're back upstairs, save one last time (this will be your final save!) and load up on healing items and powerful ammunition. My recommendations are to bring the Rocket Launcher and the .44 Magnum. Approach the only door that you haven't yet explored (the one with the large fire shutter blocking your path) and use the Card Key to gain access. Blast the few remaining Zombies into oblivion and go through the next couple of doors in order to enter the Rail Cannon room.



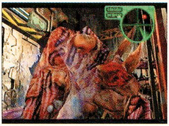
Don't pass up the chance to grab the best weapon in the game!

L Fight Once...and Fight for All

❶ Once inside the room with the Rail Cannon, you'll need to access the control panel and start up the series of system checks. Next, you'll need to push each of the three batteries into their respective holders (and in sequential order) to start up the cannon. After you secure the first battery, a giant heaping glob that used to be the Nemesis will plop down through some crack in the wall. He's a bit angry now (you blew his head off, for gosh sakes!). Quickly dash to the second battery and secure it. Run to the third and final battery, next to the control panel itself, and the Rail Cannon will automatically go into firing mode. Basically, you're going to want to use that Rocket Launcher that you found to pump this grimy corpse into a slimy pulp while you're waiting for the Rail Cannon to release its first shot. When it does shoot, stay clear of the beam, as it will rip a hole right through you. After the first shot, you'll need to try and get the Nemesis mutation to crawl into the hole and be zapped by the Rail Cannon. If you inflict enough damage on him, he'll just crawl in there on his own (although it will take more than four rockets to induce such a reaction). Once the Rail Cannon hits him, you'll have one more choice to make.



Well looky here! It's a burning Tyrant from RE2...



What the hell is that?

MAKE A CHOICE

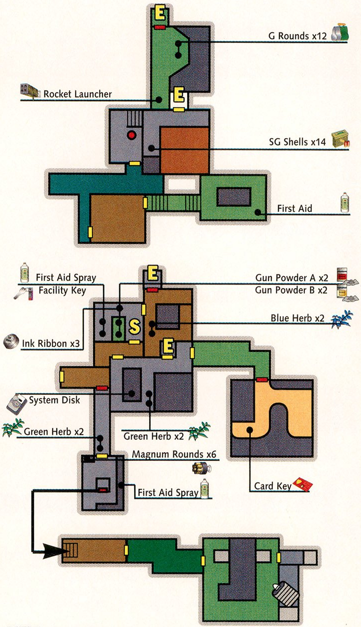
Eliminate the Monster

Why wouldn't you choose this choice? You've worked all this way and fought so hard for the cause, so why not pump a few final rounds into the dead carcass and finish it off for good!

Ignore and Evacuate

This choice won't affect your ending at all, but it does grant a certain amount of "wimp-out" points if you choose it. I mean, come on! This guy has been chasing you for what seems like an eternity—kill him!

The Dead Factory



KEY

● Fire Barrels | S Save Room | E Elevator

EXTRA STUFF

After playing through the entire game a few times, I noticed certain techniques that weren't quite so obvious the first few times through. This section was designed to give rookie players some helpful insight when it comes to plugging through the game several times in succession.

Mine Thrower E, Tracking Missiles!

- Bored with the regular Mine Thrower in RE3? It doesn't have enough stopping power and it's just plain hard to aim, right? The new and improved Mine Thrower E (only available when you purchase Unlimited Ammo from the mercenaries game for $9,999) comes pre-loaded with infinite tracking missiles! Just aim it anywhere, and the missiles will just rip right through any enemies in the area. Great for Spiders, Hunters and Zombies alike!

Skip Cinemas for Better Times

- Tired of having to watch every single CG, real-time cinema and cut scene a thousand times over? Simply press select during any of the game's cinemas to skip over them completely (you'll probably need to mash on the button for a while, as it takes a few moments to register). Not only does it save you from boredom, but it cuts down on game completion time if you're going for a record. Certain movies, however, must be watched (at least in part).

Combine Grenades with Powder

- I didn't notice this 'till the second time through the game. It's no super secret, but it is kind of useful at certain times. Take a pack of Grenade Rounds and mix it with the powder shown below to get custom rounds (see main chart on first page for complete mixing chart).

Grenades + Powder A= Flame Rounds x6
Grenades + Powder B= Acid Rounds x6
Grenades + Powder C= Freeze Rounds x6

OPERATION MAD JACKAL

A.K.A. "THE MERCENARIES GAME"

• The Objective

To get through this minigame, you'll need to complete a very basic mission. The object is to get from point A to point B within a certain time limit. You'll have the option to make this a quick journey where you'll earn just a little bit of dough, or make it a long and difficult one where you'll earn bundles of cash for every completion. Which way you go is entirely up to you.

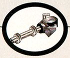
• The Shop

The main purpose of the mercenaries game is to give players the chance to purchase weapons with infinite ammunition, and make their subsequent plays through the game much easier to deal with (the regular game, not the mercenaries game). I HIGHLY recommend doing the mercenaries game after your first completion, to at least get the Infinite Rocket Launcher. This will make tough encounters with the Nemesis a thing of the past.

Infinite M-4 Assault Rifle

$2,000

Infinite Gatling Gun

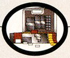


$3,000

Infinite Rocket Launcher

$4,000

Infinite Ammo (All Weapons)*



$9,999

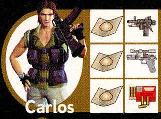
Above are the prices for all four available items. How you earn your money is up to you, as is when you choose to spend it. You can opt to go for the Infinite Ammo right away, or just grab the Rocket Launcher and make your next couple times through the game much easier. Every time you fail or complete the mission, you'll be awarded money, which will be saved to your Memory Card.

Infinite weapons not only give you the freedom to blast as much as you want, but they also free you of those "oh my god...it's empty" reloading situations. Great for crunch times when you forget to manually reload.

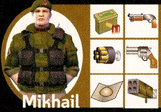
**When you purchase this item, all guns that you find in the regular mode will have infinite ammo pre-installed. When I say pre-installed, I mean that they'll be ready to go. No mixing, combining, or fiddling around necessary.*

• The Characters

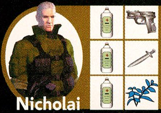
Below is a list of the three characters that you can play, their starting equipment, and the difficulty rating for each mission.



Carlos has the second toughest mission, which is most likely the result of his low powered M-4 Assault Rifle. He just doesn't have enough stopping power to drop the Nemesis, making it very hard to rescue more than three civilians in one mission. As for everything else, he cuts through with ease.



Mikhail is the easiest of the three for one major reason: the Rocket Launcher! Two shots for each Nemesis and you're well on your way to earning the big bucks. The .44 Magnum drops the Hunters on the first shot, and the shotgun rips through multiple zombies with one blast. Easy pickins...



The hardest of all, without a doubt. I compare the difficulty of Nicholai's mission to that of the now infamous "Tofu" mission from RE2. Yes, it IS possible to go through and rescue people to get decent ammunition bonuses, but it's not likely (unless you're superhuman like me).

SHOW ME THE MONEY

Below is a bulleted list of some important tips to remember.

- When you encounter the first police zombie (near the beginning) you MUST blow the his head off. Iif you don't, you take the risk of blowing up the barrel before the zombies get there, missing out on the HUGE time bonus. Run down to the next screen quickly and line up your sights with the barrel. Let a bullet fly when the zombies all pile in. This should get you between **50-82 seconds of bonus time**, depending on how many you take out with the blast.
- The other big time saver is to make it into the wrecked bus area with two minutes or more remaining on the clock. If you do, the Mutated Nemesis will jump down from atop the wreckage. Let a few rockets fly his way, and look for a **120 second bonus**!
- Know that when you kill multiple enemies of the same type in rapid succession, you'll be awarded larger time bonuses than the standard rate for that given enemy. See the chart to the right for even more details.

QUICK TIPS AND POINTERS

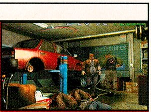
Time Bonus Chart

These times are not set in stone, but they are shown to help you judge whether or not certain enemies are worth the time and ammo you invest. Certain enemies have a multiplier that determines the time bonus that you'll receive, which makes it difficult to pinpoint the amount granted from each subsequent kill.

Enemy	TIme Bonus	Additional Kills
Zombie	+3 seconds	+7 seconds, then +10 seconds
Dog	+4 seconds	+10 seconds
Brain Sucker (arachnid)	+6 seconds	+15 seconds
Hunter	+6 seconds	+15 seconds
Spider	+4 seconds	+12 seconds
Nemesis (1st Kill)	+10 seconds	N/A
Nemesis (2nd Kill)	+20 seconds	N/A
Mutated Nemesis	+120 seconds	N/A
Dodge/Parry	+1 second	Bonus doubles for each dodge

THE RESCUABLES

There are SIX secret rescuables hidden in the mercenaries minigame. Each one you rescue earns you more money upon completion. This is the best and only way to earn quick cash. There are certain time prerequisites that must be met for each of these people to show up in their given locations, so if you take too long, they'll be eaten or ripped apart before you get there. Those required times were the one thing about this mode that we were unable to pin down, but it seems like the best bet is to rescue the people in the order given below.



Location	Person	Time Bonus	Item (Carlos)	Item (Mikhail)	Item (Nicholai)
❶ Gas Station	The "Fat Guy"	20 seconds	Handgun Rounds x60	Shotgun Shells x14	Handgun Rounds x60
❷ Newspaper Office	Woman?	20 seconds	First Aid Spray	Shotgun Shells x14	Special H. Rounds x60
❸ Restaurant Basement	Brad Vickers	20 seconds	Handgun Rounds x60	Magnum Rounds x12	Handgun Rounds x60
❹ Electrical Substation	Marvin (the cop)	20 seconds	Handgun Rounds x60	First Aid Spray	Handgun Rounds x60
❺ Company Sales Office	Umbrella Soldier*	20 seconds	Handgun Rounds x60	First Aid Spray	Special H. Rounds x60
❻ Bar Shop	Umbrella Soldier*	20 seconds	First Aid Spray	Special S. Shells x14	Handgun Rounds x60

Just keep calm and save the troubled civilians (and soldiers) in order. Remember, you don't have to try for all six of them in one fell swoop. Try getting two of them in one game, then go for three, and so on and so forth.

**Which soldier shows up depends on which character you're currently playing. If you're playing Carlos, then Nicholai and Mikhail will be rescuable. If you're playing Mikhail, then Carlos and Nicholai will be rescuable. You get the idea...*

THE SECRETS AND STUFF

Jill's Diary

One of the more mysterious secrets in RE3, Jill's Diary is only available if you find all 30 "notes & books" hidden throughout the game. Once you finally get all of them, the first book in your file will be replaced with Jill's Diary (the blue manual).

I figured some of you would be too lazy to go through the game again just for this purpose (and it's highly unlikely that you'd find them all on your own), so I made a direct word-for-word copy of Jill's Diary to the right. It really doesn't reveal too much, but it does have some VERY interesting info about Chris Redfield (the main character from the first Resident Evil).

August 7th
Two weeks have passed since that day. My wounds have been healed, but I just can't forget it. For most people, it's history now. But for me, whenever I close my eyes, it all comes back clearly. Zombies eating people's flesh and the screams of my teammates dying. No, the wounds in my heart are not healed yet...

August 13th
Chris has been causing a lot of trouble recently. What's with him? He seldom talks to the other police members and is constantly irritated. The other day, he punched Elran of the Boy's Crime department just for accidentally splashing Chris's face with coffee. I immediately stopped Chris, but when he saw me he just gave me a wink and walked away. I wonder what happened to him...

August 15th
Midnight. Chris, who has been on a leave of absence for a "vacation," called me so I visited his apartment. As soon as I walked into his room, he showed me a couple pieces of paper. They were part of a virus research report entitled simply as "G." Then Chris told me that, "The nightmare still continues." He went on to say that, "It's not over yet." Ever since that day, he has been fighting all by himself without rest, even without telling me.

August 24th
Chris left the town today to go to Europe. Barry told me that he would send his family to Canada and then he would follow Chris. I decided to remain in Raccoon City for a while because I know that the research facility in this city will be very important to this entire case. In a month or so, I'll be joining with them somewhere in Europe. That's when the real battle begins...

Notes Checklist

☐ 1	Game Instructions A (blue)	Inventory (default item)
☐ 2	Game Instructions (red)	Inventory (default item)
☐ 3	Clock tower postcard	Bar, on table
☐ 4	Photo A	Near zombie blockade
☐ 5	Marvin's report	R.P.D. building, on Marvin's body
☐ 6	David's memo	R.P.D. building, 1F save room
☐ 7	Fax from Kendo	R.P.D. building, S.T.A.R.S. office
☐ 8	Merc's diary	Street corner, dead soldier's body
☐ 9	City guide	Restaurant, on table
☐ 10	Photo B	Newspaper office, 1F lobby
☐ 11	Photo C	Newspaper office, 2F on table
☐ 12	Reporter's memo	Newspaper office, 2F by water cooler
☐ 13	Mechanic's memo	Trolley car, first room
☐ 14	Manager's report	Drug warehouse, by TV remote
☐ 15	Business Fax	Drug warehouse, cabinet by Nicholai
☐ 16	Dario's Memo	Back of truck (where the "Fat guy" hid)
☐ 17	Operation Instructions	Clock tower, dead soldier with M. Thrower
☐ 18	Art product postcard	Clock tower, den area
☐ 19	Merc's Pocketbook	Clock tower, near annoying "ball" puzzle
☐ 20	Director's Diary	Hospital, dead man near tape recorder
☐ 21	Photo D	Hospital, on the data room table (4F)
☐ 22	Med. Instr. Manual	Hospital, in the lab near Hunters (B3)
☐ 23	Photo E	Save room, near Hospital / Park
☐ 24	Written Order	Park, on the dead soldier
☐ 25	Supervisor's report	Graveyard Keep, on the desk
☐ 26	Fax from HQ	Graveyard Keep, on the chalkboard
☐ 27	Manager's diary	Dead Factory, inside 2F save room
☐ 28	Security manual	Dead Factory, inside 1F save room
☐ 29	Incinerator manual	In final hallway, near last Toy Box
☐ 30	Rail cannon photo	Middle of the road, before Rail Cannon

THE FASHION SHOW

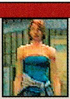
Take the Boutique Key down to the Boutique to change into whatever costumes that you have available.

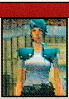
Game Rankings

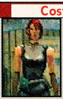
The ranking that you earn at the end of the game will determine which secret costumes you earn. Obviously, the more Ink Ribbons and First Aid sprays that you use, the lower your rank, and vice versa. Also note that the time that you take to complete the game has major influence on your ranking as well.

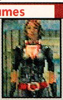
Rank	Costumes
S	5
A	4
B	3
C	2
D	1
E	None

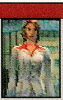
Costumes

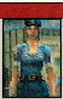

The worst outfit of all time. Who wears this kind of stuff?


I dig the beret and the especially large shoulder pads.


This one looks just as good on Jill as it did on Regina. Gotta love hair dye.


She looks like she should be hunting vampires instead of zombies.


Too bad there's no polyester armor bonus with this costume...


A scantily-clad policewoman? I don't know about that...

WARNING! SPOILER ALERT! DANGER! SPOILER ALERT! WARNING! SPOILER ALERT!

THE ENDINGS

There are two endings which differ slightly, depending on which choice you make when you meet the Nemesis for the last time.

Ending #1

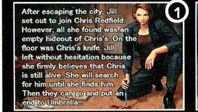
Push Him Off- Leave in Original Chopper
If you make this choice, you'll encounter Nicholai in the room preceding the final fight with Nemesis (in his somewhat normal form). He gets his head twisted off by the Nemesis, leaving the chopper for you to escape in. After the final battle, you'll escape to the H-pad, and fly away with an unidentified pilot.

Ending #2

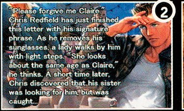
Jump Off- Take Off in "Special" Chopper
When you choose to jump off, you'll encounter Nicholai much earlier, and he'll already be on his way to the helicopter. This ending is pretty much the same as the first one, except the new helicopter pilot will be the legendary red-haired war monger from the original RE–Barry Burton.

The Epilogues

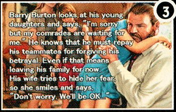
One Epilogue will be awarded upon each completion of the game (you have to beat the game EIGHT times to get them all). Then again, you COULD just read the text in the screen shots below, and be well on your way. Why waste all that time playing through the game for a couple of screenshots when you've got em all right here?


①

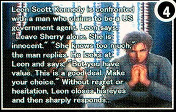
After escaping the city, Jill set out to join Chris Redfield. However, all she found was an empty hideout of Chris's. On the floor was Chris's knife. Jill left without hesitation because she firmly believes that Chris is still alive. She will search for him until she finds him. Then they can go and put an end to Umbrella...


②

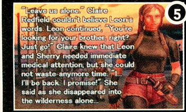
"Please forgive me Claire." Chris Redfield has just finished this letter with his signature phrase. As he removes his sunglasses, a lady walks by him with light steps. "She looks about the same age as Claire," he thinks. A short time later, Chris discovered that his sister was looking for him, but was caught...


③

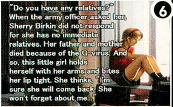
Barry Burton looks at his young daughters and says, "I'm sorry but my comrades are waiting for me." He knows that he must repay his teammates for forgiving his betrayal. Even if that means leaving his family for now. His wife tries to hide her fear, so she smiles and says, "Don't worry. We'll be OK..."


④

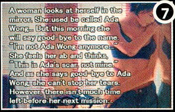
Leon Scott Kennedy is confronted with a man who claims to be a US government agent. Leon says, "Leave Sherry alone. She is innocent." "She knows too much," the man replies. He looks at Leon and says, "But you have value. This is a good deal. Make your choice." Without regret or hesitation, Leon closes his eyes and then sharply responds...


⑤

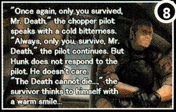
"Leave us alone." Claire Redfield couldn't believe Leon's words. Leon continued, "You're looking for your brother, right? Just go!" Claire knew that Leon and Sherry needed immediate medical attention, but she could not waste anymore time. "I... I'll be back. I promise!" She said as she disappeared into the wilderness alone...


⑥

"Do you have any relatives?" When the army officer asked her, Sherry Birkin did not respond for she has no immediate relatives. Her father and mother died because of the G-virus. And so, this little girl holds herself with her arms and bites her lip tight. She thinks, "I'm sure she will come back. She won't forget about me..."


⑦

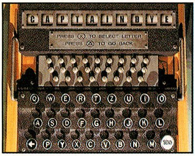
A woman looks at herself in the mirror. She used be called Ada Wong... But this morning she will say good-bye to the name. "I'm not Ada Wong anymore..." She feels her ab and thinks, "This is Ada's scar, not mine." And as she says good-bye to Ada Wong, she can't stop her tears. However, there isn't much time left before her next mission...


⑧

"Once again, only you survived, Mr. Death," the chopper pilot speaks with a cold bitterness. "Always, only you, survive, Mr. Death," the pilot continues. But Hunk does not respond to the pilot. He doesn't care. "The Death cannot die...," the survivor thinks to himself with a warm smile...

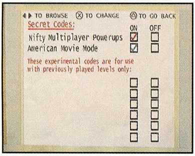
Medal of Honor

Awesome Codes



Captain Dye Mode
Entering CAPTAINDYE into the Enigma machine before you start a new game will activate "Captain Dye Mode." (The console will flash green if it is entered correctly.) With Capt. Dye Mode turned on, the amount of health you have is persistent from level to level within a mission. Finishing the game in this mode is an alternate way to win the game's secret commendation and unlock all the secret multiplayer characters (like the Raptor).

Nifty Multiplayer Power-ups
Enter DENNISMODE into the Enigma machine before you start a new game. This will activate Nifty Multiplayer Power-ups on the secret codes menu. Turning this on adds a whole new dimension to the two-player game.



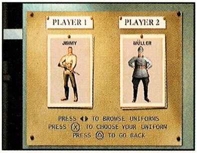
◀▶ TO BROWSE ⓧ TO CHANGE △ TO GO BACK

Secret Codes:

	ON	OFF
Nifty Multiplayer Powerups	☑	☐
American Movie Mode	☑	☐
These experimental codes are for use with previously played levels only:		
	☐	☐
	☐	☐
	☐	☐
	☐	☐
	☐	☐
	☐	☐

American Movie Mode
Enter SPRECHEN into the Enigma machine before you start a new game. This activates American Movie Mode on the Secret Codes Menu. Turn this on and, like a bad American movie, the German enemies will speak to you in English.

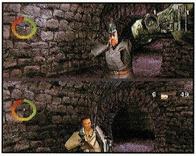
Unlock Col. Müller in Multiplayer
Enter BIGFATMAN into the Enigma machine before you start a new game. This unlocks the evil Col. Muller multiplayer character. He and Manon are archnemeses.



PLAYER 1 PLAYER 2

JIMMY MÜLLER

PRESS ◀▶ TO BROWSE UNIFORMS
PRESS ⓧ TO CHOOSE YOUR UNIFORM
PRESS △ TO GO BACK



Bass Landing

Lake Configuration Tips

Check out the Free Fishing Mode on your next Bass Landing outing and experiment with the Lake Configuration settings. Here are some suggestions as to how to configure the lake conditions for that optimal fishing experience. Now you can hook your limit! You can always try a variety of settings, but this should help.

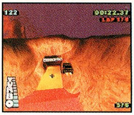
Lake: Lunker Lake
Pressure: None
Season: 4 Mid - 6 Mid (April-June) or 8 Mid - 10 Mid (Aug.-Oct.)
Weather Yesterday: Cloudy/Sunny
Weather Today: Cloudy/Sunny
Wind Direction: East
Wind Speed: 0.0 to 1.0
Water Temp: 60° - 70°
Water Quality: Clear
Start Time: 6:00 - 8:00 or 15:30 - 17:30
Time Elapsed: None
Best Lures: Spinnerbait and Popper
Hint: Fish like to hide in and around vegetation.

Hot Wheels Turbo Racing

Multiple Codes

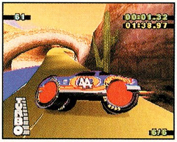
Infinite Turbos
At the Main Menu, press R2, L1, Square, Triangle, R1, L2, L1, R2. If you entered the code correctly, you will hear a sound.

Small Cars
At the Main Menu, press Square, R2, L2, Triangle(2), L2, R2, Square. If you entered the code correctly, you will hear a sound.



TowJam Car
At the Main Menu, press Square, Triangle, L1, R1, L2, R2, Square, Triangle. If you entered the code correctly, you will hear a sound.

Large Tires
At the Main Menu, press Square, Triangle, Square, Triangle, R1(2), L2(2). If you entered the code correctly, you will hear a sound.



Flat-Shaded Graphics
At the Main Menu, press L1, R1, L2, R2, L1, R1, L2, R2. If you entered the code correctly, you will hear a sound.

Weird Sounds
At the Main Menu, press R2, R1, L2, R2, Square, Triangle, L1, R1. If you entered the code correctly, you will hear a sound.

LAP 1/3
BEST LAP 05: 00: 000
LAST LAP 00: 00: 000
LAP 00: 05: 675
RACE 00: 06: 745
3rd
-8M
+0M
TOYECA
HUMMA
31 MPH

Re-Volt

All Cars and Tracks

All the cars and all the tracks are yours for the playing just by entering this button code on the Main Menu: B, A, Z, Z, B, L, A, C-Down. You will hear a sound to confirm it was entered correctly.

Wu-Tang: Shaolin Style

Chamber Secrets

Rza Chamber Specific Secrets

Task needed to gain secret — Secret Description

Gain chambers 1-5 — Gain character's kill number 2

Gain chambers 6-10 — Scale mode

Gain chambers 11-15 — Gain character's kill number 3

Gain chambers 16-17 — Gain Mudan Kill number 3

Gain chambers 18-20 — Gain character's secret outfit

Gza Chamber Specific Secrets

Task needed to gain secret — Secret Description

Gain chambers 1-5 — Gain character's kill number 2

Gain chambers 6-10 — Gain character's rival playable

Gain chambers 11-15 — Gain character's kill number 3

Gain chambers 16-17 — Character art for GZA and rival

Gain chambers 18-20 — Super Turbo mode

Ol' Dirty Bastard Chamber Specific Secrets

Task needed to gain secret — Secret Description

Gain chambers 1-5 — Gain character's kill number 2

Gain chambers 6-10 — Gain character's secret outfit

Gain chambers 11-15 — Gain character's kill number 3

Gain chambers 16-17 — Gain rival's kill number 2

Gain chambers 18-20 — Gain rival's kill number 3

Inspecta Deck Chamber Specific Secrets

Task needed to gain secret — Secret Description

Gain chambers 1-5 — Gain character's kill number 2

Gain chambers 6-10 — Disco lighting mode

Gain chambers 11-15 — Gain character's kill number 3

Gain chambers 16-17 — Character art for Inspecta Deck and rival

Gain chambers 18-20 — Gain character's rival playable

Raekwon The Chef Chamber Specific Secrets

Task needed to gain secret — Secret Description

Gain chambers 1-5 — Gain character's kill number 2

Gain chambers 6-10 — Character art for Raekwon and rival

Gain chambers 11-15 — Gain character's kill number 3

Gain chambers 16-17 — Gain character's rival playable

Gain chambers 18-20 — Gain character's secret outfit

Masta Killah Chamber Specific Secrets

Task needed to gain secret — Secret Description

Gain chambers 1-5 — Night fighting mode

Gain chambers 6-10 — Gain character's kill number 2

Gain chambers 11-15 — Gain character's kill number 3

Gain chambers 16-17 — Gain Lei-Gong Kill number 3

Gain chambers 18-20 — Gain character's rival playable

Ghostface Killah Chamber Specific Secrets

Task needed to gain secret — Secret Description

Gain chambers 1-5 — Gain practice dummy – Bodyguard

Gain chambers 6-10 — Gain character's kill number 2

Gain chambers 11-15 — Gain character's kill number 3

Gain chambers 16-17 — Gain character's secret outfit

Gain chambers 18-20 — Gain Arena 4.1

U-God Chamber Specific Secrets

Task needed to gain secret — Secret Description

Gain chambers 1-5 — Merry go Round mode

Gain chambers 6-10 — Gain character's kill number 2

Gain chambers 11-15 — Gain character's kill number 3

Gain chambers 16-17 — Gain Arena 3.1

Gain chambers 18-20 — Gain character's secret outfit

Method Man Chamber Specific Secrets

Task needed to gain secret — Secret Description

Gain chambers 1-5 — Gain Arena 1.1

Gain chambers 6-10 — Gain character's kill number 2

Gain chambers 11-15 — Gain character's kill number 3

Gain chambers 16-17 — Character art for Method and rival

Gain chambers 18-20 — Gain character's secret outfit

Practice Arena

Complete Practice Mode with all 21 characters to unlock the Practice Arena. To access this arena in Versus Mode, highlight any arena, then hold L1 and L2 buttons and confirm your selection by pressing the X button.

Do you have a trick that you, and only you, know? Don't hold back—write us at:

Official U.S. PlayStation Magazine
P.O. Box 3338
Oak Brook, IL 60522-3338

Sorry, we cannot respond to individual letters asking for codes or tricks.

Xena Warrior Princess

Multiple Codes

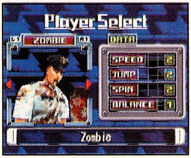
Invincibility: At the Main Menu, press Up, Up, Up, Circle, Square, Up, Right, Left. If you entered the code correctly, you will hear a sound.

Full Shield and Attack: At the Main Menu, press Triangle, Square, Triangle, Square, Square, Up, Up, Up. If you entered the code correctly, you will hear a sound.

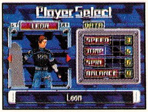
XENA
WARRIOR PRINCESS
NEW GAME
LOAD GAME
TRAINING ARENA
OPTIONS
Press ✕ to select

Trick'N Snowboarder

Play As Resident Evil 2 Characters



Characters: In order to play as the Resident Evil 2 characters, use this code (Note: The RE2 characters are available for play only in Free Mode). During the Title Screen, press the following buttons in order: Triangle, Triangle, X, X, Square, Circle, Square, Circle. If you did it right, you will hear a minor audio clue. Now, select Free Mode. Once you are in the Character Select screen, press L2 or R2 to use the Resident Evil 2 characters. Leon, Claire and the dreaded zombie cop are available.



V-Rally Edition '99

Cheat Mode

GEAR 6
85 Mph

At the Press Start Screen, press L + R, C-Left, C-Right, L + R. Press Start, then at the Mode Selection Screen, hold Z and tap L until "Cheat mode" appears at the bottom of the screen. Cheat mode includes special modes and the option to unlock bonus cars.

Legacy of Kain: Soul Reaver

Tons of Codes

All of these codes are entered while the game is paused during play.

Refill Health
Hold L1 and press Down, Circle, Up, Left, Up, Left.

Next Level Health
Hold L1 and press Right, X, Left, Triangle, Up, Down.

Maximum Health
Hold L1 and press Right, Circle, Down, Up, Down, Up.

Refill Magic
Hold L1 and press Right, Right, Left, Triangle, Right, Down.

Maximum Magic
Hold L1 and press Triangle, Right, Down, Right, Up, Triangle, Left.

Pass Through Barriers
Hold L1 and press Down, Circle(2), Left, Right, Triangle, Up.

Wall Climbing
Hold L1 and press Triangle, Down, L2, Right, Up, Down.

Hurt Raziel
Hold L1 and press Left, Circle, Up(2), Down.

Force
Hold L1 and press Left, Right, Circle, Left, Right, Left.

Constrict
Hold L1 and press Down, Up, Right(2), Circle, Up(2), Down.

Force Glyph
Hold L1 and press Down, Left, Triangle, Down, Up.

Stone Glyph
Hold L1 and press Down, Circle, Up, Left, Down, Right(2).

Sound Glyph
Hold L1 and press Right(2), Down, Circle, Up(2), Down.

Water Glyph
Hold L1 and press Down, Circle, Up, Down, Right.

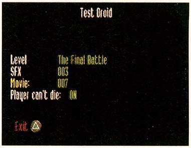
Sunlight Glyph
Hold L1 and press Left, Circle, Left, Right, Right, Up(2), Left.

Fire Glyph
Hold L1 and press Up(2), Right, Up, Triangle, L2, Right.

Shift at Any Time
Hold L1 and press Up(2), Down, Right(2), Left, Circle, Right, Left, Down.

Star Wars: Episode 1 - The Phantom Menace

Droid Test Debug

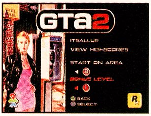


Test Droid

Level The Final Battle
SFX 003
Movie: 007
Player can't die: ON

Exit

At the Main Menu, highlight Options, but do not select it. Press Triangle, Circle, Left, L1, R2, Square, Circle, Left. If you entered the code correctly, you will hear a beep. Then, hold L1 + Select + Triangle to access a droid test debug menu with level select, FMV sequence, sound test and invincibility options. To start on a new selected level, exit the Cheat Menu and start a new game. The game will begin on the level selected. To watch the FMV sequences or hear the game sounds, highlight the desired clip and press X. Hold L1 + Select + Triangle to return to the menu at any time.



Grand Theft Auto 2

Level Select

Enter ITSALLUP as a player name. You will be able to choose your starting level before you begin the game!

PARASYTE
SAILOR MOON
ICE BLADE
MAGIC KNIGHT RAYEARTH
HARLEM BEAT
MIXX
ZINE
98

Are you a true GAMER? Then you're a MIXXER!

MixxZine is a bi-monthly, thick ol' mag that features the hottest manga, anime, vid game characters and more! Lotsa top manga stories each issue...all for a low yearly price of $24.95. Or find it at Tower, Borders, B&N, Babbages, Software Etc., Hastings, and others. Can't find it? Request it!

MIXX
1-888-MIXX-NOW
to subscribe
OR via the wire
info@mixxonline.com
www.mixxonline.com

SAY "STALEFISH"

Trick'n Snowboarder™ is a shred-fest of sheer speed, tweakin' tricks, and slopes packed with media maniacs trying to make you a star! Race across the world on 10 international courses in 4 different modes of play, all the while stylin' airs in front of the cameras to score points and create a snowboard vid starring you.

*Don't miss the cameo by Capcom RE2 characters!

Roast Beef, Chicken Salad, Swiss Cheese-
TS satisfies my hunger for air.

Greg Hally
BoardHead

TRICK'N IS STRAIGHT UP SPECIAL.

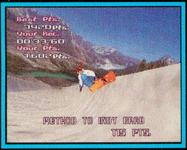
Spencer Jacobs
Magstatic

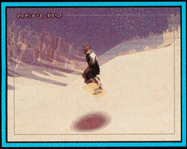
No Snow? Trick'n is where I go!

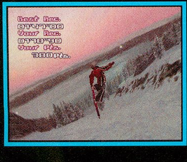
Shane O'Toole
C'Ville Boarders

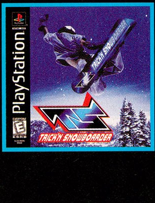
TS is the Cookie dat gets me some Nookie

Andy Wright
Photographer


Best Pts.
7420pts.
Your Rec.
00'33"60
Your Pts.
1,602pts.
METHOD TO INDY GRAB
115 PTS.




Best Rec.
01'47"00
Your Rec.
01'18"90
Your Pts.
380pts.


PlayStation
TRICK'N SNOWBOARDER

EVERYONE
E
CONTENT RATED BY ESRB

PlayStation

TAKE IT TO THE EDGE
CAPCOM EDGE

CAPCOM

www.capcom.com

© CAPCOM CO., LTD. 1999 © CAPCOM U.S.A., INC. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. TRICK'N SNOWBOARDER and CAPCOM EDGE are trademarks of CAPCOM CO., LTD. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

g.e.a.r.

gadgets, electronics, arts and recreation

by Gary Steinman
gary_steinman@zd.com

⚙⚙⚙⚙⚙ 5G No question, this should be in your home
⚙⚙⚙⚙ 4G Recommended, very cool
⚙⚙⚙ 3G Pretty good, check it out
⚙⚙ 2G Below average
⚙ 1G Very lame

Clutter Cutter

"Mums love it," chirped the affable British chap from SpectraVideo, who flew from London to suburban Chicago to show us some new peripherals. He then lifted all 250 pounds of his ample figure onto the **Games Station** to demonstrate its strength and stability. Seeing that, we felt safe placing our TVs atop this sleek space-saving storage device. The only minor problem: The CD rack that comes with the Games Station can't accommodate double-sized jewel cases.

Logic3 GAMES STATION
SONY

SpectraVideo $29.99
www.spectravideo.com

⚙⚙⚙◖

CHRONOGRAPH
LIGHT

Turismo Timer

What's the best way to count down the minutes until you actually get to play Gran Turismo 2? Strap on this **Gran Turismo 2 Watch**, get in your car, and then time yourself as you take a few laps around your neighborhood. Wheee!

Sony $22
store.playstation.com

⚙⚙⚙

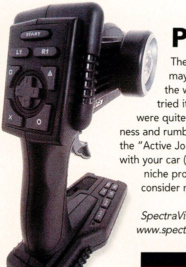
Sound Investment

PC gamers have 'em, so why not PlayStation gamers? We're talking about speaker systems, of course, and the **Screenbeat Sound Station** does an excellent job of filling that underserved role. Sporting a stylish iMac-inspired design, the Screenbeat comes with all the necessary connectors to easily plug right into your PlayStation (or Walkman, MP3 player and even other consoles). And with a 300 watt subwoofer, two satellite speakers, and separate volume and bass controls, you get clean stereo sound along with pumping bass undertones. Highly recommended.

SpectraVideo $69.99
www.spectravideo.com

⚙⚙⚙⚙◖

Logic3
Logic3
Logic3



Power Steering

The **TopDrive Reactor** handheld racing controller may seem like yet another odd attempt at reinventing the wheel, but don't dismiss it so quickly. When we tried it out on a few laps around the virtual track, we were quite impressed with the controller's handling, sturdiness and rumbling effect. Among the more notable features is the "Active Jogging" technology, which moves the wheel along with your car (much like Namco's JogCon). This is definitely a niche product, but one that racing fans might want to consider nevertheless.

SpectraVideo $39.99
www.spectravideo.com

⚙⚙⚙◖

Toll Free Order Line: (888) GAME-CAVE
Info Line: (626) 930-1300

GAMECAVE.COM

Specials are limited to stock on hand and in most cases quantities are limited. Prices are subject to change without notice. Shipping and handling are extra. Returns subject to evaluation and re-stock fee. Import PlayStation games are not compatible with newer systems. Call for details. Artwork copyright their respective companies. All rights reserved.

Get the **Atomic Purple Game Boy Color System** w/ your choice of **Pokemon Blue or Red** and a **Prima Pokemon Red & Blue Strategy Guide** for the low price of

$104.99

Get Sega's ultimate fishing game **Bass Fishing** for Sega Dreamcast w/ an **InterAct Fission Fishing Controller** for only

$59.99

DC Accessories

InterAct AC Cable	$6.99	Nyko RF Game Switch	$8.99
InterAct Astro Pad	$21.99	Nyko S-Video Cable	$8.99
InterAct AV Cable	$7.99	Pelican Extension Cable	$7.99
InterAct Quantum Fighter Pad	$24.99	Pelican RF Switch	$5.99
InterAct RFU Adapter	$9.99	Pelican S-Video Cable	$6.99
InterAct S-Video Cable	$7.99		

PSX Accessories

InterAct AC Cable	$3.99	Nyko Multi-Tap Adapter	$18.99
InterAct MultiPlayer Adpater	$18.99	Nyko Super Cobra Light Gun	$28.99
InterAct RFU Adapter	$7.99	Pelican 72x Memory Card	$33.99
Nyko AV Adapter	$6.99	Pelican Light Gun	$12.99
Nyko Classic Trackball	$29.99	Pelican S-Video Cable	$6.99
Nyko Extender Cable	$7.99	Pelican X-Wing Controller	$7.99

N64 Accessories

InterAct AC Cable	$12.99	Nyko Hyper Alpha 64	$29.99
InterAct Extension Cable	$7.99	Original Controller	$27.99
InterAct Tremor Pack	$6.99	Original Controller Pak	$19.99
Nyko AC Power Adapter	$18.99	Pelican AV Cable	$7.99
Nyko Extender Cable	$4.99	Pelican Memory Card 256K	$7.99
Nyko Game Switch	$5.99	Pelican Super 64 Analog	$21.99

Game Boy Accessories

InterAct Game Shark	$21.99	Nyko Shock 'n Rock	$19.99
InterAct Mega Memory Card	$24.99	Nyko Worm Light	$8.99
Nyko Pocket Vision	$6.99	Pelican AC Adapter	$5.99
Nyko Power Grip	Call	Pelican Link Cable	$6.99
Nyko Power Pak	$14.99	Pelican Rechargeable Battery	$7.99
Nyko PowerLink	$5.99	Pelican Survival Kit	$24.99

Wallscrolls

Dragonball Z
#8
$14.99

Final Fantasy 8
#1
$19.99

Evangelion
#43
$19.99

Cowboy Beebop
#1
$19.99

12" Tall
FINAL FANTASY VIII
ファイナルファンタジーVIII
Vinyl Figure Series
1
2
3
4

These vinyl figures come pre-assembled & painted to pure perfection!

1. Selphie
2. Rinoa
3. Seifer
4. Squall

$39.99 ea.

Dreamcast

Armada	$44.99	Psychic Force 2012	$26.99
Bass Fishing	$39.99	Rainbow Six	$44.99
Caesar's Palace 2000	$42.99	Resident Evil Code Veronica	$42.99
Carrier	$49.99	Re-Volt	$44.99
Castlevania Ressurrection	$47.99	Rippen Riders	$45.99
Centipede	$38.99	Sega Rally 2	$42.99
Dark Angel: Vampire Apocalypse	$49.99	Shadow Man	$44.99
Deep Fighter	$43.99	Slave Zero	$44.99
Draconous: Cult of the Wyrm	$40.99	Soul Fighter	$38.99
Dynamite Cop	$45.99	South Park Chef's Luv Shack	$44.99
Egg	$49.99	Speed Devils	$44.99
Evolution	$42.99	Street Fighter Alpha 3	$38.99
Fighting Force 2	$37.99	Suzuki Alstare Extreme Racing	$44.99
Incoming	$44.99	Test Drive 6	$42.99
Jeremy McGrath Supercross 2000	$43.99	Toy Commander	$45.99
Microsoft Combat Flight Simulation	$44.99	Vigilante 8: 2nd Offense	$44.99
NBA 2000	$45.99	Wild Metal Country	$49.99
NBA Showtime	$42.99	Worms Armageddon	$36.99
NFL Quarterback Club 2000	$44.99	WWF Attitude	$45.99

PlayStation

Alien Resurrection	$34.99	Knights of Carnage	$30.99
Army Men Sarge's Heroes	$35.99	Lego Rock Raiders	$35.99
Balder's Gate	$34.99	March Madness 2000	$36.99
Broken Sword 2	$37.99	NBA in the Zone 2000	$34.99
Carmageddon 2	$34.99	NCAA March Madness 2000	$36.99
Carnivale	$34.99	Nickelodian: Cat & Dog	$35.99
Crusaders of Might & Magic	$35.99	Official Formula 1 Racing 99	$34.99
Die Hard Trilogy 2	$34.99	Prince Naseem Boxing	$34.99
Elmo in Grouchland	$34.99	Renegade Racers	$36.99
ESPN NBA 2000	$34.99	Road Rash Jailbreak	$37.99
Fear Effect	$34.99	South Park Rally	$36.99
Fighting Force 2	$34.99	Superbike 2000	$36.99
Flinstones Bowling	$34.99	Teletubbies	$30.99
Formula 1 99	$34.99	The Smurfs	$33.99
Gekido	$40.99	Tiger Woods & the PGA Tour 2000	$37.99
Intellevision Classics	$24.99	Tron Bonne	$30.99
International Track & Field 2000	$34.99	Urban Chaos	$34.99
Iron Soldier 3	$34.99	Vermin	$34.99
Jeremy McGrath Supercross 2000	$36.99	Wild Wild West	$34.99

Nintendo 64

40 Winks	$45.99	NBA Showtime	$45.99
Armorines: Project Swarm	$45.99	Nuclear Strike	$44.99
Asteroids Hyper 64	$39.99	Perfect Dark	$57.99
Bass Masters 2000	$44.99	Rat Attack	$32.99
Brunswick Circuit Pro Bowling	$44.99	Resident Evil 2	$53.99
Caesar's Palace	$48.99	South Park Chef's Luv Shack	$45.99
Carmagedon	$45.99	South Park Rally	$45.99
Castlevania: Legacy of Darkness	$45.99	Space Invaders	$43.99
Cyber Tiger	$46.99	StarCraft 64	$47.99
Donkey Kong 64	$57.99	Supercross 2000	$46.99
Elmo's Number Journey	$45.99	Tony Hawks Pro Skater	$45.99
Harvest Moon	$48.99	Top Gear Hyperbike	$43.99
Jeremy McGrath Supercross 2000	$45.99	Toy Story 2	$45.99
Looney Tunes: TAZ Express	$43.99	Turok: Rage Wars	$45.99
Major League Soccer	$43.99	Vigilante 2nd Offense	$45.99
NBA in the Zone 2000	$43.99	Worms Armageddon	$40.99
NBA Jam 2000	$45.99	WWF Wrestlemania 2000	$51.99

Import Dreamcast

Aero Dancing Todoroki's HD	$54.99	Lune Caster	$54.99
All Japan Pro Wrestling 2	$54.99	Mercurius Pretty	$54.99
Baldur's Gate	$54.99	Metal Max 3	$54.99
Bangaioh	$54.99	New Japan Pro Wrestling 4	$54.99
Black Matrix AD	$54.99	Panzer Front	$54.99
Carrier	$54.99	Rainbow Cotton	$54.99
Dancing Blade Complete	$48.99	Revive	$54.99
Death Crimson 2	$54.99	SNK vs. Capcom	$59.99
Ecco the Dolphin	$54.99	Space Channel 5	$54.99
Elemental Gimmick Gear	$49.99	Space Griffon Hamlet	$54.99
Eternal Arcadia	$54.99	Speed Devil	$54.99
F-1 World Grand Prix	$54.99	Star Gladiator 2	$54.99
Geist Force	$54.99	Street Fighter 3 Dbl. Impact	$54.99
Giga Wing	$54.99	Street Fighter 3 Impact W	$54.99
Grandia 2	$54.99	Super Producers	$54.99
Gundam SS 0079	$54.99	Super Runabout	$54.99
Hiyruu No Ken Retsuden	$54.99	Undercover AD 2025	$54.99
Jo Jo Adventure	$54.99	Virtua On	$54.99
Langrisser Millenium	$54.99	Zombie Revenge	$58.99

Import PlayStation

Beast Wars Metals	$54.99	Gran Turismo 2	$58.99
Bio Hazard Gun Survivor	$58.99	Grandia	$54.99
Brightis	$58.99	Harlem Beat	$58.99
Chocobo Stallion	$58.99	Jo Jo Adventure	$58.99
Countdown Vampires	$58.99	Koudelka	$58.99
Dark Tales From the Lost Soul	$58.99	Legend Of Mana	$58.99
DDRevo Append Club Ver. 1	$38.99	Macross Remember Love	$58.99
Devilman	$58.99	Macross VFX	$38.99
Dewprism	$58.99	Macross VFX 2	$54.99
Dragonball Z Legends	$37.99	Panzer Front	$54.99
Dragonball Z U22	$37.99	Patlabor the Game	$54.99
Dragon Quest 7	$58.99	Psychic Force 2	$54.99
Dragonball Final Bout	$37.99	Rival Schools 2	$58.99
Exciting Bass 2	$58.99	Rockman 4 Special	$38.99
Fatal Fury Wild Ambition	$48.99	Rockman 5 Special	$38.99
Final Fantasy Collections	$54.99	Sokaigi	$63.99
Fire Pro Wrestling G	$58.99	Star Ixiom	$49.99
Front Mission 3	$58.99	Valkyrie Profile	$54.99
Gaia Master	$58.99	Wild Arms 2	$52.99

WonderSwan

Beatmania Mini w/ Scratch Pad	$49.99	Langrisser D	$39.99
Chocobo Dungeon	$39.99	Macross World	$39.99
Evangelion	$39.99	MSVS Gundam	$39.99
Ghouls & Ghosts	$39.99	Pocket Fighter	$39.99
Klonoa of the Wind	$39.99	Rockman & Forte	$39.99

NeoGeo Pocket

Baseball Stars	$27.99	Metal Slug 2nd Mission (Import)	$39.99
Beat Busters (Import)	$39.99	Neo Cherry Master	$28.99
Biomotor Unitron	$31.99	Neo Mystery Bonus	$28.99
Bust-A-Move	$27.99	Neo Turf Masters	$31.99
Crush Roller	$23.99	Pac-Man	$26.99
Digital Primate (Import)	$39.99	Puyo Pop	$27.99
Dragon's Wild	$28.99	Puzzle Link	$27.99
Fatal Fury First Contact	$31.99	Rockman Pocket (Import)	$39.99
King of Fighters Adv. (Import)	$39.99	Samurai Shodown 2	$31.99
King of Fighters R2	$31.99	SNK vs. Capcom (Import)	$39.99
Metal Slug 1st Mission	$31.99	Tennis	$26.99

Game Boy Color

1942	$19.99	Muppets	$21.99
AMF Bowling	$18.99	NBA in the Zone 2000	$23.99
Armada: Secret Weapon	$23.99	Oddworld Adventure 2	$21.99
Armorines: Project Swarm	$23.99	Polaris Snow Cross 2000	$24.99
Azure	$23.99	R2R Boxing	$26.99
Battletanx	$23.99	Rainbow 6	$23.99
Burgertime	$23.99	Resident Evil	$24.99
Carmageddon	$23.99	Return of Ninja	$25.99
Carnivale	$22.99	San Francisco Rush	$23.99
Ghosts & Goblins	$21.99	Speedy Gonzales	$23.99
Hot Wheels Stunt Track Driver	$25.99	The Cage	$23.99
International Track & Field	$21.99	Thrasher: Skate & Destroy	$23.99
Knockout Kings 2000	$24.99	Top Gear Pocket 2	$24.99
Magical Drop	$23.99	Towers: Lord Baniff's Revenge	$22.99
Magical Tetris Challenge	$23.99	Wicked Surfing	$23.99
Mission Impossible	$23.99	Worms Armageddon	$23.99

PC Windows

Abomination	$31.99	Omikron: The Nomad Soul	$33.99
Amen	$42.99	Operational Art of War: Elite Edition	$37.99
Croc 2	$23.99	Planescape: Torment	$40.99
Crusaders of Might And Magic	$34.99	Pokemon Blue	$19.99
Daikatana	$34.99	Pokemon Red	$19.99
Dark Reign 2	$42.99	Quake 3 Arena	$48.99
Diablo 2	$44.99	Rayman 2: Great Escape	$22.99
Diplomacy	$38.99	Roller Coaster Tycoon Corkscrew	$15.99
Earthworm Jim	$32.99	Slave Zero	$32.99
Gabriel Knight 3	$40.99	Soldier of Fortune	$41.99
Half Life / Team Fortress	$40.99	Star Trek Armada	$42.99
Indiana Jones Infernal Machine	$42.99	Star Trek Klingon Academy	$45.99
Jeremy Mcgrath Supercross	$34.99	Star Wars: Force Commander	$37.99
Klingon Academy	$41.99	Test Drive 6	$33.99
Messiah	$40.99	Tomb Raider: Last Revelation	$33.99
Metal Fatigue	$36.99	Ultima Ascension	$38.99
Mig Alley	$40.99	Unreal Gold	$23.99
Mission Impossible	$33.99	Unreal Tournament	$41.99
NFL Blitz 2000	$24.99	Urban Chaos	$33.99

Import Music

Shenmue Orchestra
$19.99

Final Fantasy 8 4CD
$62.99

Silent Hill Original
$19.99

Bust a Move 2 Original	$23.99	Final Fantasy 6 Grand Finale	$19.99
Chrono Trigger Orig. 3CD	$42.99	Ghost in the Shell Anime Orig.	$28.99
Dracula X PS Original	$14.99	Panzer Dragoon Azel Complete	$39.99
Dragonball & Dragonball Z	$48.99	Sailormoon Music Song 6CD	$62.99
Evangelion S2 Works 6CD	$72.99	Xenogears Original 2CD	$38.99

Resident Evil Code Veronica
U.S. Dreamcast
$42.99

Fighting Force 2
U.S. PlayStation
$34.99

Cyber Tiger
U.S. Nintendo 64
$46.99

Ultima Ascention
Windows
$38.99

At gamecave.com you'll not only find the best deals on the hottest video games, import music, action figures, DVD, and more, you'll also find product descriptions, screenshots, codes, movies and more. Visit today for the ultimate in online shopping!

Looking 4 More?

Visit Our Web Site: www.gamecave.com

Collect Them All!

Order *OPM* Back Issues or Demo Discs Today! To order, simply send your order form indicating which issues you would like to: **Official U.S. PlayStation Magazine Back Issues, P.O. Box 3338, Oak Brook, IL 60522-3338** All requests must be paid for by check or money order ONLY, made payable to ZD Inc. (Please do not send cash.) The cost for each issue is as indicated on the order form PLUS shipping and handling. Shipping and handling charges for each magazine are as follows: $3 U.S., $3 Canadian and $5 foreign. **All payments MUST be in U.S. funds.** Prices and availability subject to change without notice.

(Note: Vol. 2 Iss. #5 is completely **SOLD OUT**.)

Issue 1–$15

☐ October 1997

Ghost in the Shell, Final Fantasy VII Strategy

Demo Disc includes: playables: Intelligent Qube, PaRappa the Rapper, Ace Combat 2, Fighting Force non-playables: Tomb Raider II, NFL GameDay 98

Issue 2–$10

☐ November 1997

PaRappa the Rapper
Bushido Blade Strategy

Demo Disc includes: playables: Crash Bandicoot 2, Croc, Armored Core, Madden NFL 98, Cool Boarders 2, Colony Wars non-playables: NHL FaceOff 98, Ghost in the Shell

Issue 3– $10

☐ December 1997

Cool Boarders Strategy

Demo Disc includes: playables: Bushido Blade, Vs., Star Wars: Masters of Teräs Kâsi, Jet Moto 2, Cardinal SYN, Ghost in the Shell, Moto Racer, Test Drive 4 non-playable: One

Issue 4–$10

☐ January 1998

Resident Evil 2 Feature
Tomb Raider II Strategy

Demo Disc includes: playables: NFL GameDay 98, CART World Series, Frogger non-playables: Spawn, Final Fantasy Tactics, Pandemonium 2, Gex 2

Issue 5–$10

☐ February 1998

Dead or Alive Feature
1997 *OPM* Editors' Awards

Demo Disc includes: playables: NCAA GameBreaker 98, Tomb Raider II, Command & Conquer: Red Alert, Crime Killer non-playables: Pitfall 3D, Resident Evil 2, Vigilante 8, Monster Rancher

Issue 6–$7.99

☐ March 1998

Demo Disc Only!

playables: Bloody Roar, Monster Rancher, Shipwreckers non-playables: Alundra, NBA Shoot Out 98, Saga Frontier, Mega Man Neo

Issue 7–$10

☐ April 1998

10 Overlooked PS Picks
Resident Evil 2 Strategy

Demo Disc includes: playables: Hot Shots Golf, Pitfall 3D, WCW Nitro, ONE non-playables: Blasto, The Granstream Saga

Issue 8–$10

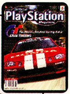
☐ May 1998

10 Greatest PS Fighters
Tekken 3 Strategy

Demo Disc includes: playables: Einhänder, Gex: Enter the Gecko, Klonoa non-playables: Dead or Alive, Gran Turismo

Issue 9–$15

☐ June 1998



Metal Gear Solid Preview
Gran Turismo Review

Demo Disc includes: playables: Cardinal SYN, Vigilante 8, Forsaken, N2O, TOCA, Dead or Alive non-playables: Tomba, Jersey Devil

Issue 10–$7.99

☐ July 1998

Demo Disc Only!

playables: Gran Turismo, Tomba!, The Granstream Saga, Jersey Devil, NBA Shoot Out, Blasto, Speed Racer non-playables: NFL Xtreme, MLB 99, Tekken 3

Issue 11–$15

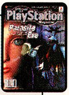
☐ August 1998

Metal Gear Solid
Vigilante 8 Strategy

Demo Disc includes: playables: Tekken 3, Turbo Prop Racing non-playables: Duke Nukem: Time to Kill, Lunar: Silver Star Story, Ninja: Shadow of Darkness, Metal Gear Solid

Issue 12–$10

☐ September 1998



PlayStation's Birthday
Elemental Gearbolt Strategy

Demo Disc includes: playables: Spyro the Dragon, Duke Nukem: Time to Kill, WWF War Zone, The Unholy War, S.C.A.R.S. non-playables: Metal Gear Solid, Rival Schools, Test Drive 5

Volume 2
Issue 1–$10

☐ October 1998

Spyro the Dragon Strategy

Demo Disc includes: playables: Metal Gear Solid, Legacy of Kain: Soul Reaver, Test Drive 5, Devil Dice, Brunswick Bowling, Ninja, NFL Xtreme, Cool Boarders 3 non-playables: Parasite Eve, Rival Schools, NFL GameDay 99

Volume 2
Issue 2–$7.99

☐ November 1998

Demo Disc Only!

playables: MediEvil, WarGames Defcon 1, Dragon Seeds, G-Darius, Future Cop L.A.P.D., Colony Wars Vengeance non-playables: Crash Bandicoot: WARPED, Tenchu, Tai-Fu, Rugrats, Abe's Exoddus, Brave Fencer Musashi, You Don't Know Jack

Volume 2
Issue 3–$10

☐ December 1998

Metal Gear Solid
Crash Bandicoot Strategy
Demo Disc includes: playables: Tomb Raider III, Crash Bandicoot: WARPED, Bomberman World, A Bug's Life, Running Wild, Invasion From Beyond, Kagero: Deception II, Metal Gear Solid, Gran Turismo, non-playables: Silent Hill, Knockout Kings, Big Air

Volume 2
Issue 4–$10

☐ January 1999

Gex Deep Cover Gecko
Tomb Raider III Strategy

Demo Disc includes: playables: Silent Hill, Moto Racer 2, Brave Fencer Musashi, Apocalypse, T'ai Fu non-playables: Rugrats, Test Drive: Off-Road 2

Volume 2
Issue 6–$10

☐ March 1999

PlayStation Dictionary
Syphon Filter Strategy

Demo Disc includes: playables: Syphon Filter, Bust A Groove, Shadow Madness, Fisherman's Bait, Akuji the Heartless, No One Can Stop Mr. Domino, Street Sk8er non-playables: NCAA Final Four '99, Guardian's Crusade

Volume 2
Issue 7–$10

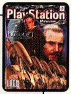
☐ April 1999

The Year of the RPG
Silent Hill Strategy

Demo Disc includes: playables: R4: Ridge Racer Type 4, WCW/nWo Thunder, Rollcage, Warzone 2100, Rugrats: Search for Reptar non-playables: Legend of Legaia

Volume 2
Issue 8–$10

☐ May 1999



Star Wars: Episode I–The Phantom Menace Feature
Legend of Legaia Strategy

Demo Disc includes: playables: Ehrgeiz, Gex 3: Deep Cover Gecko, Legend of Legaia, Contender non-playables: 3Xtreme, Centipede, Driver, G Police 2, Gauntlet Legends

Volume 2
Issue 9–$10

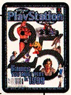
☐ June 1999

Resident Evil 3 Nemesis
Gex 3: Deep Cover Gecko Strategy

Demo Disc includes: playables: Oddworld: Abe's Exoddus, NFL Blitz, Bust-a-Move 4, R4: Ridge Racer Type 4, Elmo's Letter Adventure non-playables: Star Ocean: The Second Story, Bloody Roar 2, MLB 2000, Jade Cocoon, Tony Hawk's Pro Skater

Volume 2
Issue 10–$10

☐ July 1999



25 Games You Must Play
Street Fighter Alpha 3 Strategy
Demo Disc includes: playables: Ape Escape, MLB 2000, The Next Tetris, Tony Hawk's Pro Skater, Interplay Sports Baseball 2000, Croc 2, Soul of the Samurai, Bloody Roar 2 non-playables: Jet Moto 3, Xena: Warrior Princess, Macross VFX 2, Street Fighter Alpha 3

Volume 2
Issue 11–$10

☐ August 1999

Tarzan Lord of the Console
Ape Escape Strategy

Demo Disc includes: playables: Final Fantasy VIII, 3 Xtreme, Tiny Tank, Jade Cocoon, Macross VF-X 2, You Don't Know Jack, Centipede, Ultimate 8-Ball non-playables: Shao Lin, NFL GameDay 2000, NFL Xtreme 2

Volume 2
Issue 12–$10

☐ September 1999

EA sports vs. 989 studios
Jade Cocoon Strategy

Demo Disc includes: playables: UmJammer Lammy, Sled Storm, Chocobo Racing, Pong, Monaco Gran Prix Racing non-playables: NFL GameDay 2000, NCAA Gamebreaker 2000, Vigilante 8: Second Offense, Thrasher, Toy Story 2

Volume 3
Issue 13–$10

☐ October 1999

Final Fantasy VIII Strategy
Demo Disc includes: playables: Metal Gear Solid: VR Missions, WipeOut 3, Omega Boost, NFL Xtreme 2, Jet Moto 3, Championship Motocross, Toy Story 2, Bugs Bunny, Pac-Man World non-playables: Rugrats, Countdown Vampires, Wu-Tang, Fighting Force 2, NHL FaceOff 2000, Medal of Honor, NBA Shootout 2000, Hot Wheels Turbo Racing

Volume 3
Issue 14–$10

☐ November 1999

Tomb Raider 4
Crash Team Racing Strategy
Demo Disc includes: playables: Grandia, Legacy of Kain: Soul Reaver, Killer Loop, 40 Winks, NFL Blitz, Crash Bandicoot: WARPED, Cool Boarders 3 non-playables: Fear Effect, SuperCross Circuit, Demolition Racer, Kingsley's Quest, G-Police: Weapons of Justice

Volume 3
Issue 15–$10

☐ December 1999

PS2
Dino Crisis Strategy
Demo Disc includes: playables: Gran Turismo 2, Thrasher: Skate and Destroy, Test Drive Off-Road 3, Madden NFL 2000, NFL GameDay 2000, NCAA GameBreaker 2000, Cool Boarders 4, Demolition Racer non-playables: MTV Sports: Snowboarding, Twisted Metal 4, NCAA Final Four 2000

"Because we don't want your kids disemboweling enemies in their games, if you don't want your kids disemboweling enemies in their games."

EARLY CHILDHOOD RATING: Deemed Suitable For Children 3 Or Older. Products Carrying This Label Have Absolutely No Material That Would Be Considered Inappropriate By Parents.

EVERYONE RATING: The E Replaced The Previous K-A Rating Last Year. Suitable For Kids Ages 6 And Up, E-Rated Games May Contain Minimal Violence Or Crude Language.

TEEN RATING: Contains Suggestive Themes, Mild Or Strong Language And Animated Violence. Some Parents May Want To Supervise Children Playing T-Rated Games.

MATURE RATING: These Games Contain More Adult Themes, Such As Blood And Gore, Stronger Language And Sexual Themes. Deemed Not Suitable For Those Under 17.

ADULTS ONLY RATING: The Extreme Of The Ratings, Suitable For Adults Only. Packs Sexual Themes And Extreme Violence. Console Manufacturers Have Yet To Allow An AO-Rated Game.

ESRB Rating System: www.esrb.com

ZD ZIFF-DAVIS
a SOFTBANK company

ELECTRONIC GAMING MONTHLY™

EXPERT GAMER™

Official U.S. PlayStation Magazine

COMPUTER GAMING WORLD™

McVAN'S VIDEO GAMES™
www.McVans.com
Phone: 219-493-3722

CAN'T FIND THAT ELUSIVE GAME?
CALL SOMEONE WHO CAN HELP
...THAT WOULD BE US.

GENESIS
SNES
TURBO
VIRT BOY
JAGUAR
LYNX
3-D-O
NES
SATURN
GM GEAR

OLD SYSTEMS NEVER DIE, THEY JUST SHOW UP AT McVAN'S

AND FREE SHIPPING
($30.00 MINIMUM CALL FOR DETAILS)
ON NEW GAMES

WE REALLY DO HAVE IT ALL!

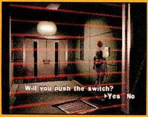
VISA DISCOVER MasterCard

www.McVans.com
Phone: 219-493-3722
McVAN'S VIDEO GAMES™

Dino Crisis

Players	1	**Developer**	Capcom
Availability	Now	**Publisher**	Capcom
Analog Compatible	Yes	**Genre**	Adventure

✕ Use Weapon/Check/Confirm
○ Go to sub-screen
□ Run
△ Cancel
L1 Not Used
L2 Not Used
R1 Ready Weapon
R2 Quick 180° turn


Will you push the switch?
▸Yes No

Close the blast doors!
These laser barriers are a good way to maintain some distance between you and your reptilian foes.

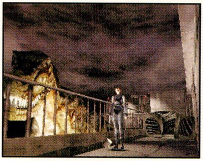
What is it?

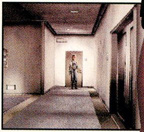
First, Capcom producer Shinji Mikami created the genre of "Survival Horror," terrifying gamers twice over with the stunning Resident Evil series. Now, he turns his frightening eye to a new field: "Survival Panic." In Dino Crisis, heroine Regina faces not lethargic zombies, but mercilessly agile lizards. Fear.

What to expect in the full game:

Realistic damage and bleeding; multiple dinosaur types with strengths and weaknesses; logic and word puzzles; real-time environment; revamped inventory and save systems; scary twists and surprises.

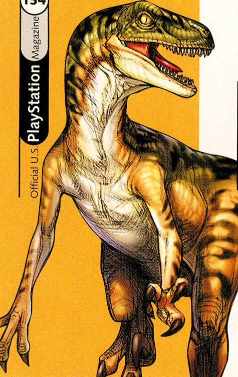
Our advice:

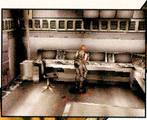


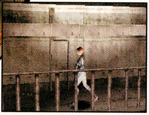


Dino Crisis represents the next evolution of Capcom's horror titles; with real-time environments, improved control and a streamlined gameplay system, Dino Crisis is more than just "Resident Lizard." The demo included with the disc is rather limited in scope, but gives you a good idea of the game's control, cinematics and gameplay. The Dino Crisis demo is divided into three separate scenarios, each testing a separate skill needed to complete the game. Here's *OPM*'s battle plan for each.

First Scenario: This scenario hones your observation and exploration skills. Go through the Management Office Hallway until you reach the laser-beam shutter and the grate on the floor. Climb up into the Piping Check Passageway and continue until you reach the first hatchway. Descend and continue through the hallway to the control room. There, rendezvous with your partner Rick. He'll explain the situation and get to work on those pesky electric shutters. Head back up the hatchway and continue until the piping ends. Drop down on the other side of the shutter; Rick contacts you and gives you access to the electric shutters. Turn them off, if you must, but reactivate them immediately—there's a raptor in the hallway! Open the door to the Main Hall and the scenario ends.







Second Scenario: This scenario culminates in a difficult logic puzzle. Start by avoiding the two raptors and making your way to the Large Size Elevator. In the next room, a Pterodactyl clotheslines and grabs you. Recover your weapon, then head to the Large Size Elevator Control Room to the right of the large "R-6" door. Exit the Control Room to the Passageway to the Power Room. In the Power Room itself you will find six control panels:

1 4
2 5
3 6

Push the following buttons in the following order: 3 Red, 4 Red, 2 Green, 5 Green, 1 Blue, 6 Blue. Victory!

Third Scenario: The last scenario teaches you who's the boss on this island: the dinosaurs. Run to the end of the hallway, avoiding or dispatching the raptor, to reach the Passageway to the Communications Area. Travel to the opposite end of the walkway to reach the Communications Room. The Antenna Activation Key is right next to the door; take it and the Slag Bullets, and then head to the Communication Antenna Room on the opposite end of the walkway. Activate the Antenna with the key. Leave the room and Rick contacts you. No time to chat, though—you've got company! RUN back to the Communication Room. Equip the shotgun and hold the T-Rex at bay until Rick deactivates the lock. Inside the Communications Room, you're safe…for now.

Did you try

Mixing your items? You can save valuable inventory space by combining medicine and items. Create the all-in-wonder Med Kit that stops hemorrhaging, restores health and keeps those teeth pearly white!

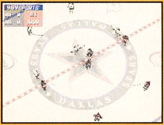
OPM psychic sez:

Should fans of "Survival Horror" get Dino Crisis or the forthcoming Resident Evil 3? Well, it depends on if they like zombies or dinosaurs! With Capcom's winning franchises, there's really no wrong choice.

NHL FaceOff 2000

Players	1-8	**Developer**	989 Sports
Availability	Now	**Publisher**	989 Sports
Analog Compatible	Yes	**Genre**	Sports

✕	**Pass/Toggle Player**
○	**Speed Burst/Shoulder Check**
□	**Shoot/Hold**
△	**Drop Pass**
L1	**Change Strategies**
L2	**Assign Icons**
R1	**Change Strategies**
R2	**Icon Switch**



What is it?

989 Sports' hockey franchise has always played second fiddle to EA Sports' NHL series, but year-by-year, FaceOff keeps improving. Will 989 Sports finally steal the ice rink crown?

What to expect in the full game:

Detroit Red Wings' Coach and eight-time Stanley Cup Champion Scotty Bowman-developed "I.C.E. Artificial Intelligence;" all-new graphics and 150 new animations; Mike Emrick and Darren Pang commentary; all-new action-cam highlights the action; glowing halo puck; all-new realistic skating physics; teams, players, arenas, etc; season, quick start and multi-team play modes.

Our advice:

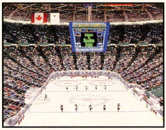
FaceOff 2000's AI significantly improves over last year's mediocre logic, so series veterans can't rely on the same old tricks. The "I.C.E." acronym stands for "Intelligence, Comprehension and Execution," and the game nearly lives up to this lofty moniker. Nearly every AI hole and exploit has been suitably patched, so you'll have to actually rely on strategy and teamwork this time around. Team members do a much better job of "obeying" their positions, so real hockey strategies should apply. You can use a simplified control scheme to get the hang of the control, then upgrade to the "advanced" control scheme when you feel prepared. 989's signature icon-based passing gives you a much-needed foothold out on the slippery ice.

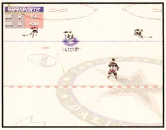
Did you try

Body-checking the Zamboni driver? Take that, you ice-smoothing fiend! Oh, that's right, you can't.

OPM psychic sez:

EA Sports' NHL series is still tops overall, but FaceOff 2000 does a decent job of bringing 989 Sports' hockey franchise up to par.

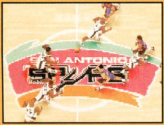




NBA Basketball 2000

Players	1-8	**Developer**	Radical Ent.
Availability	Now	**Publisher**	Fox Sports
Analog Compatible	Yes	**Genre**	Sports

✕	**Pass/Select Player**
○	**Shoot/Jump/Block**
□	**Fake/Pivot/Steal**
△	**Speed Burst**
L1	**Go-to-Guy**
L2	**Play Select**
R1	**Player Name Display**
R2	**Passing Icon/Int. Foul Button**



It's blimperriffic!

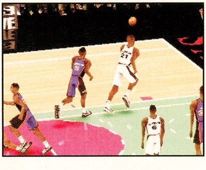
This bird's-eye view may not appear to be the best perspective, but it does help out if the ball gets away from you.

What is it?

There's no denying that the basketball market is quite crowded. It takes a lot of guts to think that you could enter this crowded field—and win. But NBA Basketball 2000 brings something to the court that no other game offers: "Fox Attitude™!" One look at the title will show that the developers have gone all out to mimic Fox's camera angles, commentary and coverage. And hey, there's a decent basketball title underneath all the glamour, too.

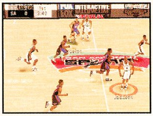
What to expect in the full game:

Licensed NBA teams, players and jerseys; motion-captured moves; realistic head tracking; Fox Sports-style presentation; play-by-play and pre-game analysis from FOX Sports Announcers Greg Papa and Doc Rivers; exclusive Fox Scope replays; informative player profiles, attributes and stat tracking; exhibition, real NBA season, playoffs, championship and practice modes; create-a-player mode.



Our advice:

The control scheme for NBA Basketball 2000 is relatively simple compared to many hoops simulations. This doesn't mean the game itself is simple, of course; it just means you can pick up a controller and start playing without a vertical learning curve. Since the game focuses so heavily on presentation, don't just play to win—play to jam! Bust out those dunks, jump shots and alley-oops and watch the special cameras and shots take over. Pay attention to the character icons and rebound indicators to follow the ball. The full game offers all in-depth statistics and player tracking that you can't fully experience in the time-limited demo.



OPM psychic sez:

The basketball market is already crowded, but NBA Basketball 2000 appears to have the polish (and hopefully, the gameplay) to succeed.

Tarzan

Players	1	**Developer**	Eurocom
Availability	Now	**Publisher**	Sony CEA
Analog Compatible	Yes	**Genre**	Action

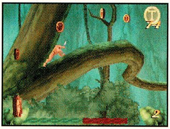
✕	**Jump**
○	**Pound Ground**
□	**Overhand Throw**
△	**Underhand Throw**
L1	**Knife Slash**
L2	**Change Fruit (Clockwise)**
R1	**Knife Thrust**
R2	**Change Fruit (Counter Clockwise)**

Quick draw

Make sure you give yourself enough time to throw fruit at the nasty fuzzy creatures; it takes awhile to ready the projectiles.

What is it?

Movie-licensed games, as a rule, almost always suck. Disney animation-licensed games, in particular, are usually quite odious. Which is why it is with great pleasure that we say: Tarzan does not suck. At all. The game (miraculously) looks as good as the movie, providing gamers with a lush experience of sight and motion. The sound and music, taken almost directly from the film, do a wonderful job of accentuating the mood. And the gameplay, while nothing revolutionary, is solid and well-executed. It's almost enough to make a gamer forgive A Bug's Life. Almost.



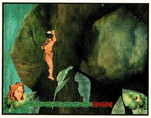
What to expect in the full game:

Fourteen stages with various gameplay objectives, including Jungle, Stampede, Baboon Chase and Sabor Attacks; play as young Tarzan, adult Tarzan and Jane; attack opponents with knives and colored fruits; replay completed levels for maximum score and secrets; various bonus stages; animation and music from the movie.

Our advice:

Upon starting the level, immediately double back and pick up the stone knife; without it, you'll be forced to defend yourself with nothing but rotten fruit—rather demeaning, for the King of the Jungle. While the perspective changes constantly, your objective is always the same: move forward. Nooks and crannies off the beaten path can hide rare fruits, monkey sketch scraps and TARZAN letters, but none are essential to your success.

TARZAN
x1
x55
COINS COLLECTED
55 %
LEVEL COMPLETE
44 %
X CONTINUE



As for the enemies you meet? Bounce off of rhinos' backs; slash the monkeys and frogs; toss fruit at the annoying birds. Reach Jane's parasol to complete the level.

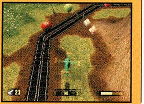
OPM psychic sez:

A Disney animation-licensed game that doesn't suck? What'll they think of next?!

Army Men: Air Attack

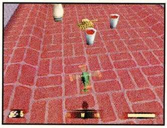
Players	1	**Developer**	3DO
Availability	Now	**Publisher**	3DO
Analog Compatible	Yes	**Genre**	Action

✕	**Fire Machine Guns**
○	**Use Winch**
□	**Fire Machine Guns**
△	**Next Weapon**
L1	**Strafe Left**
L2	**Overhead Map**
R1	**Strafe Weapon**
R2	**Previous Weapon**



What is it?

3DO promises gamers "real combat, plastic men." Unfortunately, previous Army Men console titles offered "spotty gameplay," to boot. Air Attack, however, breaks the string of so-so simulations with an enjoyable helicopter game reminiscent of EA's classic Strike series. So board your chopper, arm your co-pilot and destroy the evil forces of the Tan!



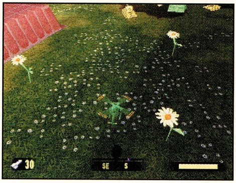
What to expect in the full game:

Explosive weaponry; four unique helicopters; four co-pilots with unique personalities; multiplayer combat and cooperative modes; 16 single-player missions with varying objectives; new and unique enemy units.

Our advice:

Master the circle-strafe immediately. Combine left-right movement on the control pad with strafing left or right to circle enemies, always keeping them in your sights. While they struggle to even target you, rain down plastic death from above.

Make your way along the train tracks, wiping out everything and everyone in your path. It's also not a bad idea to destroy anything you see blocking the train tracks. Eventually, you'll come across the battery. Lower the winch to pick it up. Fly to the end of the train tracks and lower the battery to power the train. Now protect the convoy on the trip back. The train can take care of itself—you should be flying as far ahead of it as possible, making sure it can return unattacked and unhindered. Clear out enemies and track debris as the train doubles back; once it arrives safely, you'll complete the mission.



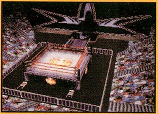
OPM psychic sez:

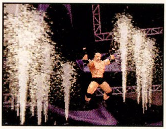
Simple, easy, yet cute and fun, Army Men: Air Attack is a refreshing change of pace for 3DO's tongue-in-cheek "military" franchise.

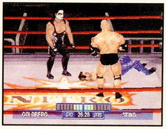
WCW Mayhem

Players	**1-2**	**Developer**	**Kodiak Interactive**
Availability	**Now**	**Publisher**	**Electronic Arts**
Analog Compatible	**No**	**Genre**	**Action**

✕	**Kick**
○	**Punch**
□	**Grapple/Weapon Pick Up**
△	**Special Punch/Kick**
L1	**Pin or Block**
L2	**Change Attacker**
R1	**Run**
R2	**Taunt**







What is it?

For years, THQ's WCW wrestling titles alone were enough to catapult THQ to the top of the publishing charts. But in a move to rival the shifting alliances and shenanigans of the ring, Electronic Arts took the WCW license, leaving THQ to the WWF arena. Now, EA's first wrestling game, WCW Mayhem, has hit the market. And like all of their titles, it offers as authentic a reproduction as possible of the sport of professional wrestling.

What to expect in the full game:

Wrestle inside and outside of all television and PPV WCW arenas; dynamic wrestler entrances with theme songs and pyrotechnics; create-a-wrestler mode; 600 motion-captured moves; WCW wrestlers and signature moves.

Our advice:

Each of the three basic attacks can be executed either alone or in combination with the D-pad. Once you enter a grapple with the grapple button, you can use either another grapple or basic attack to combo into a crushing move. And once your opponent is down, remember: Goldberg's smashes and drops differ according to whether his opponent is face up or face down on the mat; practice rotating their orientation for maximum carnage.

A few minutes into the match, a surprise guest runs in and joins the fight. Even the odds by leaving the ring (climb to the other side of the ropes and jump off). Head outside and pick up some heavy weaponry—make it a backstage bash they'll never forget!

OPM psychic sez:

Fast-paced, arcade-style wrestling with a focus on presentation and "outside-the-ring" rumbles makes WCW Mayhem an excellent premiere effort from EA.

Tomb Raider: The Last Revelation

Players	**1**	**Developer**	**Core**
Availability	**Now**	**Publisher**	**Eidos**
Analog Controller	**Yes**	**Genre**	**Adventure**

What is it?

Lara Croft's fourth PlayStation adventure returns to what made her famous in the first place: raiding tombs.

Why should I care?

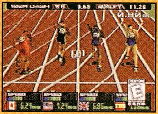
A focus on exploration and puzzles, not shooting enemies and changing outfits, is sure to please fans who feel the series has meandered since the first title. Other new enhancements include a nearly all-new graphics engine, a combinable, "Resident Evil-style" inventory system and a more coherent storyline.

OPM video critic sez:

Most gamers are thrilled that TR is returning to its roots. The video does an excellent job of proving that, yes, there are some tombs still unexplored. Thumbs up.

Int. Track & Field 2000

Players	**1-4**	**Developer**	**Konami**
Availability	**Now**	**Publisher**	**Konami**
Analog Controller	**Yes**	**Genre**	**Sports**



What is it?

Konami's Track and Field games have always given gamers a taste of Olympic sports action—or, at least, an outlet for venting their frustration at the world. ("Mash those buttons faster, damnit!") With the 2000 Summer Olympics just around the corner, Konami is hard at work on a new edition of their multi-event classic.

Why should I care?

At least two of the events in the video, Hammer and Cycling, are new to the 2000 edition. And check out that motion capture!

OPM video critic sez:

While the gameplay remains an enigma, the title certainly looks nice. Tentative thumbs up.

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of the *Official U.S. PlayStation Magazine* that the demo disc included is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. SCEA agrees for a period of ninety (90) days to either repair or replace, at its option, the SCEA product. You must call 1-800-345-SONY to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment, neglect or breakage during shipment. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA.

ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

DEMO DISC PRODUCERS
Jessi Harrison
Gary Barth
Perry Rodgers
PRODUCT MANAGER
Shelley Ashitomi
EXECUTIVE PRODUCER
Andrew House
AUDIO
Buzz Burrowes
Chuck Doud
MUSIC COMPOSITION
Nathan Brenholdt
QA SUPERVISORS
Chris Caprio
Charles Delay
LEAD TESTERS
Tim Duzmal
Derek Rayla
Ken Chan
PROGRAMMING AND INTERFACE ARTWORK BY LIFELIKE PRODUCTIONS, INC.
LEAD PROGRAMMER
William Bohan
3D ARTIST
Philip Williamson
Jason Robinson
PRESIDENT
Katherine Williams
TECHNICAL DIRECTOR
Tim Edwards
CD ANIMATION INTRODUCTION BY
Secret Weapon
CREATIVE DIRECTOR
Mike Tyau
CHIEF BUSINESS STRATEGIST
Wes Harris
DIRECTOR OF OPERATIONS
Ryan Ramirez
SPECIAL THANKS
Jon Manahan
Michelle Manahan
Kathleen Lynch
Karen Borowick
Kerry Hopkins
Riley R. Russell

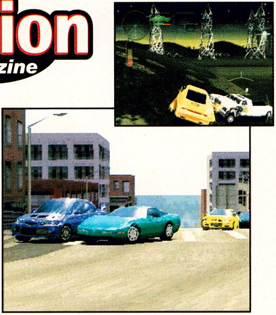
OPM Demo Disc is published monthly by Sony Computer Entertainment America Inc., 919 E. Hillsdale Drive, Foster City, CA 94404. All titles shown herein are trademarks of and copyrights of their respective publishers and/or their licensors.
See individual screens for details. ©1999 Sony Computer Entertainment America Inc.
Please submit all related demo disc inquiries to: OPM Demo Disc, Inquiries, 919 E. Hillsdale Drive, Foster City, CA 94404

Next Month
A look ahead at our next issue

Official U.S. PlayStation Magazine

February 2000

On sale Jan. 18



You've dreamed about the game, seen the game, wanted the game—but now find out what *OPM* thinks of the game when we take Gran Turismo 2 for a test drive. Afterward, cruise on over to our massive GT2 strategy and learn how to master all the courses and ace all the driving tests. Plus, we'll have reviews of top titles like Tomb Raider: The Last Revelation (which is also on our Demo Disc!), SaGa Frontier 2, Vigilante 8: Second Offense, Smurfs, Thrasher: Skate & Destroy, and many others. And be sure to turn to us for all the latest previews on the hottest games of the new millennium—that is, if we all survive the massive Y2K meltdown!

Check Out Our Next Demo Disc!

PLAYABLES: Tomba! 2 The Evil Swine Return, SuperCross Circuit, Ballistic, MTV Sports: Snowboarding, Tomb Raider: The Last Revelation, International Track & Field 2000

NON-PLAYABLES: Hot Shots Golf 2, Medal of Honor

Editorial content subject to change

ELECTRONIC GAMING MONTHLY

On sale now

EGM considers the future of console gaming. Will the Dreamcast survive the launch of Nintendo's Dolphin? Will the PlayStation2 ruin them both? Or will the X-Box revolutionize the entire industry by blurring the lines between console and PC gaming? Also in this issue:

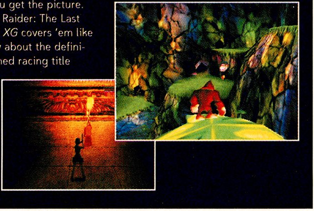
- The Slick 50 feature: 50 of the most influential people, games and gadgets of 1999
- Even more PlayStation2 game previews
- Reviews: NBA 2K, Sega Rally 2, Turok: Rage Wars, Medal of Honor, NBA Live 2000
- Tricks for all the major systems
- Power Tools: *EGM* puts Dreamcast peripherals to the test
- The latest news on PS2 and Dolphin

LOS ANGELES

EXPERT GAMER

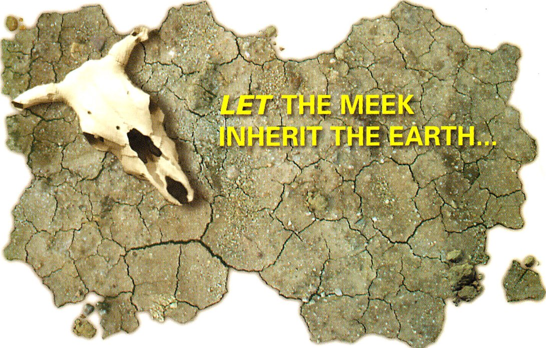
On sale Jan. 25

We've got the ape and the girl—Kong and Croft, Donkey and Lara...you get the picture. Donkey Kong 64 and Tomb Raider: The Last Revelation are huuuge, and *XG* covers 'em like a blanket. Want more? How about the definitive strategy for the acclaimed racing title Sega Rally? Or check out our massive moves list for Wrestlemania 2000; maps and mission objectives for Medal of Honor; and thorough breakdown of Vandal Hearts II. It's more than enough to satisfy any gamer's appetite.



Advertiser Index
Official U.S. PlayStation Magazine

3dfx	25	www.3dfx.com
3DO	28-29, 52-53	www.3DO.com
989 Studios	59, 61	www.989studios.com
Acclaim Entertainment	8-9, 33	www.acclaim.com
Activision	4-5	www.activision.com
Capcom	10-11, 54-55, 129	www.capcom.com
Codemasters	23	www.activision.com
Crave Entertainment	57	www.cravegames.com
Ecko Unlimited	12	www.eckounlimited.com
Eidos Interactive	16-19, 90-91, 142	www.eidosinteractive.com
Electronic Arts	34-35, 70-71	www.ea.com
Electronics Boutique	20-21	www.ebworld.com
Game Cave	131	www.gamecave.com
Infogrames	39, 99, 105	www.infogrames.net
Interplay	7, 95	www.interplay.com
Jaleco USA	51	www.jaleco.com
Konami	26-27, 36-37, 74-75	www.konami.com
Marvel Comics	13	www.marvel.com
McVan's Video Game	133	www.mcvans.com
Midway	139-141	www.midway.com
Psygnosis	49	www.psygnosis.com
Red Storm Entertainment	97	www.redstorm.com
Sony Computer Entertainment	2-3, 41-45	www.sony.com
SouthPeak Interactive	93, 101	www.southpeak.com
Take Two Interactive	73, 86-87	www.take2games.com
Westwood Studios	89	www.westwood.com
Working Designs	63, 65-67	www.workingdesigns.com


LET THE MEEK
INHERIT THE EARTH...

THE REST OF US WILL TAKE THE W
20
FINIS
GX RACING
EVERYONE
E
CONTENT RATED BY ESRB
PlayStation
NINTENDO 64
Sega Dreamcast
MIDWAY
www.midway.com

HYDRO THUNDER ™ & © 1999 Midway Home Entertainment Inc. All rights reserved. MIDWAY is a trademark of Midway Games Inc. Used by permission. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.

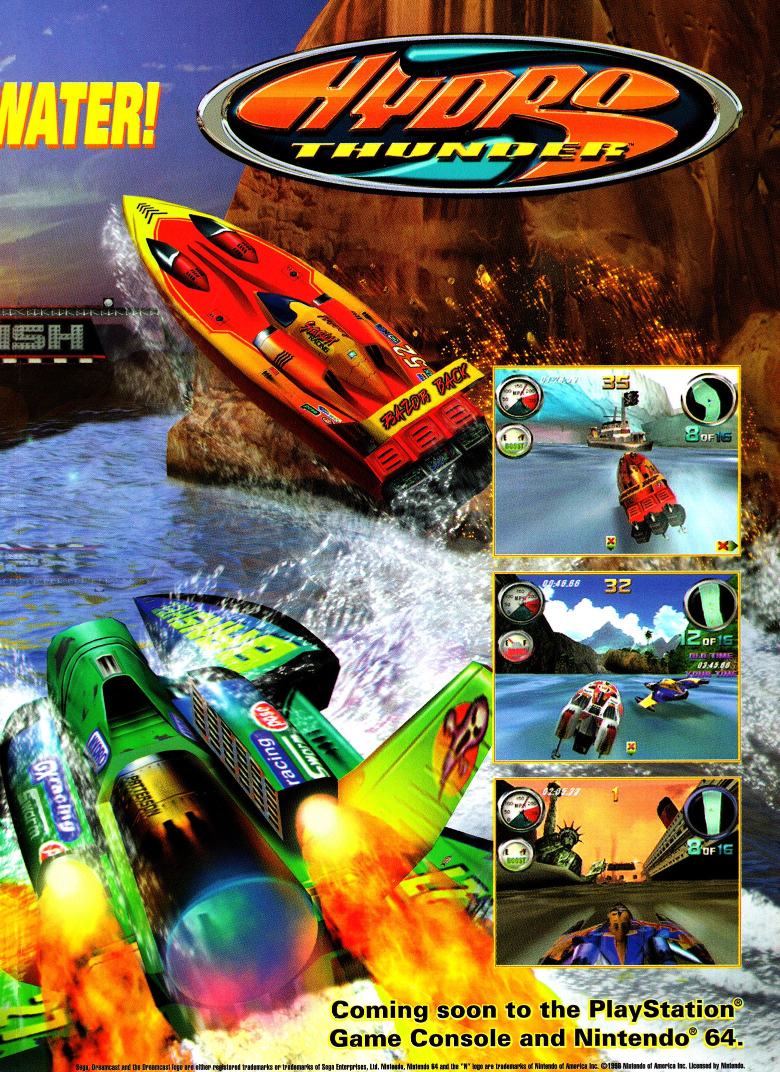
ATER!
HYDRO THUNDER™
RAZOR BACK
35
8 OF 16
BOOST
32
12 OF 16
OLD TIME
03:45.66
YOUR TIME
1
8 OF 16
BOOST

Coming soon to the PlayStation® Game Console and Nintendo® 64.

Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. Nintendo, Nintendo 64 and the "N" logo are trademarks of Nintendo of America Inc. ©1996 Nintendo of America Inc. Licensed by Nintendo.

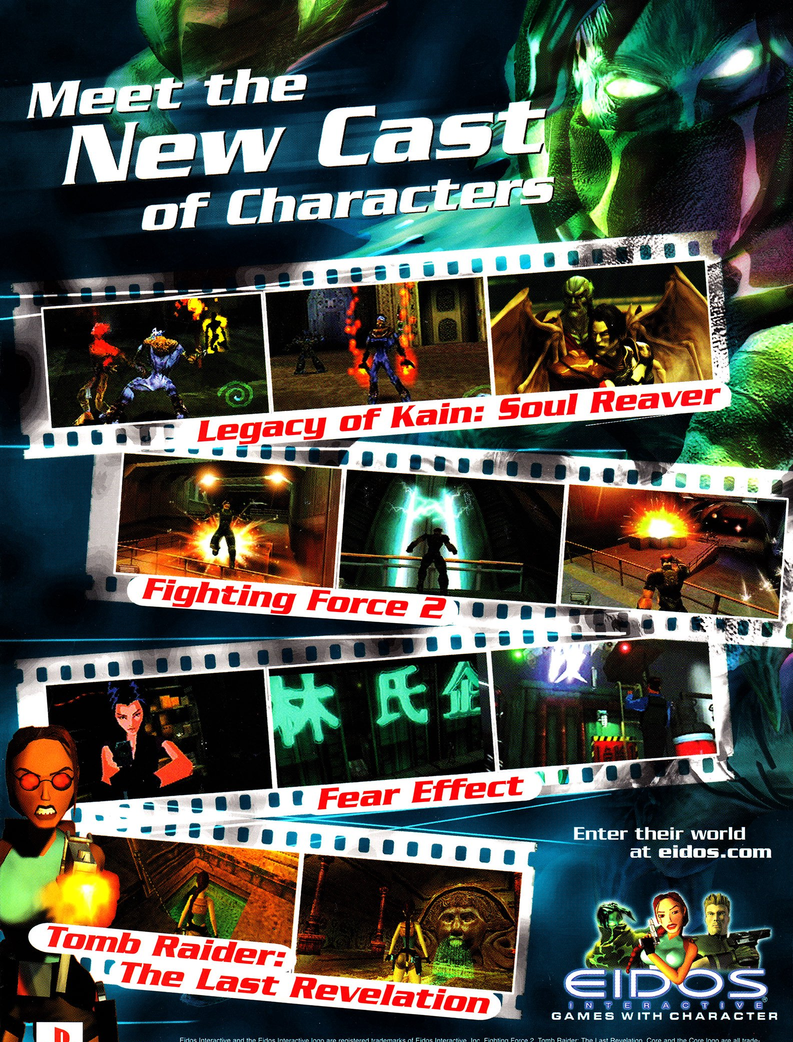
THE REST OF US WILL TAKE THE W
FINI
20
GX RACING
EVERYONE
E
CONTENT RATED BY ESRB
PlayStation
NINTENDO64
Sega Dreamcast
MIDWAY
www.midway.com

HYDRO THUNDER ™ & © 1999 Midway Home Entertainment Inc. All rights reserved. MIDWAY is a trademark of Midway Games Inc. Used by permission. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.


WATER!
HYDRO THUNDER
ISH
RAZOR BACK
35
8 OF 16
BOOST
00:46.66
32
12 OF 16
OLD TIME
03:45.66
YOUR TIME
02:05.22
1
8 OF 16
BOOST

Coming soon to the PlayStation® Game Console and Nintendo® 64.

Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. Nintendo, Nintendo 64 and the "N" logo are trademarks of Nintendo of America Inc. ©1996 Nintendo of America Inc. Licensed by Nintendo.


Meet the New Cast of Characters
Legacy of Kain: Soul Reaver
Fighting Force 2
Fear Effect
Tomb Raider: The Last Revelation
Enter their world at eidos.com
EIDOS
INTERACTIVE
GAMES WITH CHARACTER
PlayStation
PRODUCTS RANGE FROM TEEN TO MATURE
T-M
ESRB

Eidos Interactive and the Eidos Interactive logo are registered trademarks of Eidos Interactive, Inc. Fighting Force 2, Tomb Raider: The Last Revelation, Core and the Core logo are all trademarks of Core Design Limited. Fear Effect is a trademark of Eidos Interactive. Legacy of Kain: Soul Reaver is a trademark of Crystal Dynamics, Inc.PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Titles in this advertisement are rated Teen through Mature by the ESRB.

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at www.retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!